KRELLAN COMMAND AND BATTLE MANUAL

Interstel Corporation

presents

KRELLAN COMMAND
AND
BATTLE MANUAL

Translated from the original Krellanese by
Robert L. Winkler

General Information for

STAR FLEET II™-
Krellan Commander™

by

Trevor C. Sorensen

and

Mark Baldwin

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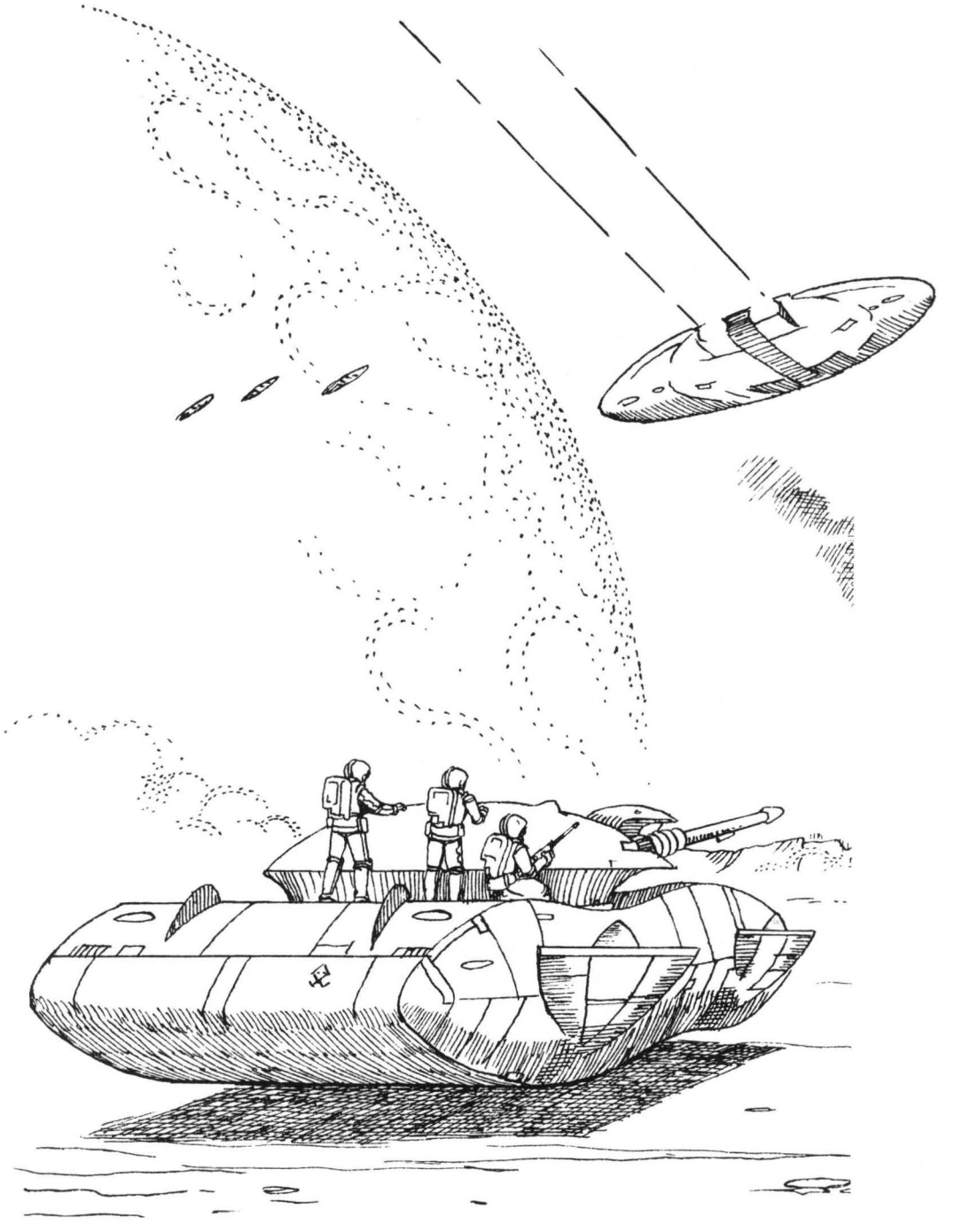


SECTION 1. INTRODUCTION

If you have just purchased **STAR FLEET II** or have never played the game before, please read carefully Sections 2 and 3 of the *Star Fleet Officer's Manual, Volume 2* (the companion volume to this book) before you attempt to load or use the playing disks. Those sections will tell you how to communicate with the program by issuing commands, and what to do before and during the process of starting your first mission. The *Officer's Manual* also contains instructions on how to execute the program commands. You should also read that section before you begin, or at least keep it handy while you are learning how to operate the ship you are commanding.

Most of the *Krellan Command and Battle Manual* is devoted to describing the commands you will use. The text contains cross-references – decimal numbers in parentheses – that refer you to another section of the manual for further information on a topic.

This manual also contains illustrations of many screen displays, and other information you will need to succeed as a commander. There is a section explaining all of the important facts about the **STAR FLEET II** universe: the star systems, planets, and ships, and the groups of beings (human and otherwise) that compete to control the vast resources of this universe.

Also included is a section on strategy and tactics, to help you get the most out of this powerful and versatile program, or to get you out of a tight spot. Good luck, and may you become the best Krellan commander in the entire United Galactic Alliance!

1.1 STANDARD TERMS

Most of the definitions you need to know to find your way around in the **STAR FLEET II** universe have to do with position, distance, and movement – knowing where you are, where you are going, and how to get there.

The game takes place in a two-dimensional section of space that is 175 light-years wide and 105 light-years deep. (NOTE: "Light-year" is a measure of distance, not time.) This area is divided into a grid containing five columns and seven rows, or levels, making a total of 35 *regions*, each of which is 35 light-years wide and 15 light-years deep.

Each region contains 36 columns (numbered 0-35 from left to right) and 16 rows (numbered 0-15 from bottom to top). Each of the 576 spots in this network is a *regional location*. Some of these regional locations contain star systems or other features. Any spot on the map of a region – also called the Navigational Star Map – is identified by an x, y (column, row) *regional coordinate*: for instance, the coordinate for the lower left corner of a region is 0x, 0y, and the coordinate for the upper right corner is 35x, 15y.

Each regional location is also known as a *system* (so called because some of them contain star systems). Locations within a system are defined by a grid measured in *points*; each system is 80 points wide and 80 points deep. Every point in a System Map is identified by a *system coordinate*, which is determined using the same method as for a regional coordinate: the upper left corner of a system is point 0x, 80y, and the lower right corner is point 80x, 0y.

The relationship between system coordinates and regional coordinates is illustrated in Figure 1.

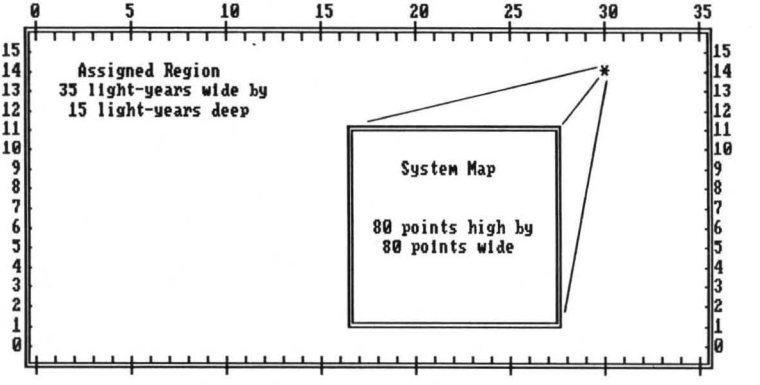


Figure 1. System and Regional Coordinates

Your ship moves *from one regional location (system) to another* by using its hyperdrive engines to travel in *hyperspace* – at the speed of light or faster. When moving from point to point *within a system*, your ship uses sublight engines to travel in *normal space* – at sublight speeds. In either case, speed is expressed in *C-Factors*, where "c" is the speed of light.

Technical Note: "Speed" is a scalar measurement of the rate of movement, while "velocity" is a vector product of speed and direction. For simplicity, the term "velocity" may be used in STAR FLEET II, even when it would be technically correct to use the term "speed".

Even if you move beyond the very edge of a system, you cannot move into the adjacent system under the power of your sublight engines. Though two systems appear next to each other on the map of a region, they are actually separated by vast distances and do not "touch". In order to get from one system to another, you must use your ship's hyperdrive. (See also 4.5.)

When you are in orbit around a planet or star, your position is denoted as an *orbit coordinate*. The first number is the orbit altitude type (0 = high, 1 = medium, 2 = low); the second number is your position in the orbit (4.6.6.2).

1.2 STANDARD SYMBOLS

Many screen displays use particular symbols to identify the location and nature of objects that can be found in a region, star system, or in the vicinity of a planet. These symbols are illustrated in Figure 2.

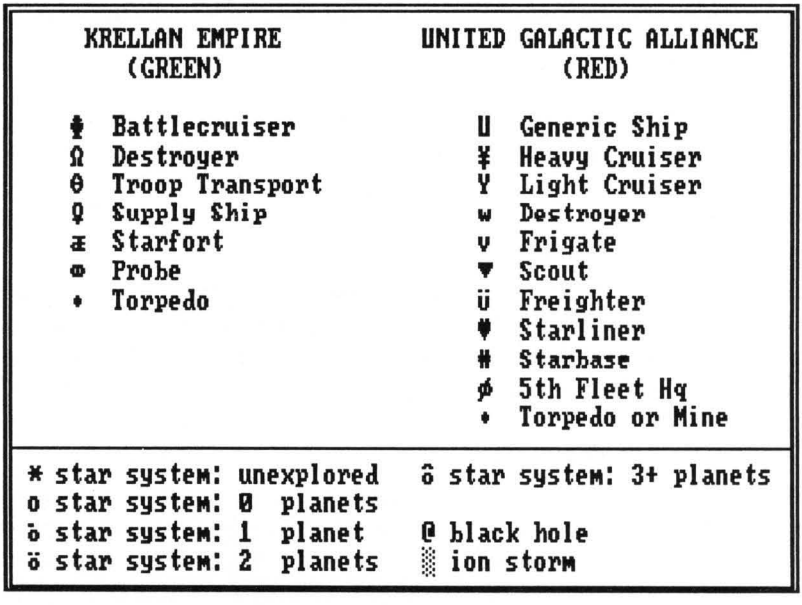


Figure 2. Display Symbols

1.3 THE COMMAND HIERARCHY

Most of the orders you issue to your ship (or, technically, to the crew members operating the various systems) are communicated through a *command hierarchy*. Most single-keystroke commands take you one step lower in the hierarchy, to a different menu of available commands, until you reach a point where a single keystroke causes a certain action to be performed. At that level of the hierarchy, the command is called an *option*.

For example, if you want to personally select the target for your ship's phasers, you have to specify the *Manual* targeting mode. To accomplish this, starting from the top level of the command hierarchy as shown in the command line of the Main Display (2.0), press command **[W]** to access the Weapons Control Menu, then command **[P]** for *Phaser Control*, then command **[M]** for *Mode* selection, and finally option **[M]** to specify *Manual* targeting.

Although this method of issuing commands might seem time-consuming, in practice you will find that the keystroke sequences are easy to get used to, and even in an emergency you can execute a multiple-keystroke command in less time than it has taken you to read this sentence. Also, several options within the command hierarchy can be selected by an alternate method that requires pressing only one key, or two keys simultaneously. As you become more familiar with your ship, you will discover the most efficient ways to get things accomplished.

The commands Navigation Control (*Nav*), Engineering (*Eng*), Weapons Control (*Wpn*), Computer Control (*Cmp*), Security Control (*Sec*), Communications (*coM*), Strategic Command (*stG*), Sciences (*scI*), and Controls (*ctL*) are at the top of the command hierarchy and will be referred to as the Main Menu. These are the top level commands which are initially shown on the Main Display.

Sections 4.6 through 14.7.2 detail the commands available to you through the command hierarchy. Each of these section headings gives the sequence of keystrokes necessary to execute the command FROM THE MAIN MENU. Each keystroke in the sequence will be separated by a slash. For example, to obtain information about your landing parties from the Main Menu, press **[C]**, then **[I]**, then **[L]**; or, **[C]/[I]/[L]**.

Remember, each keypress takes you one step deeper into the hierarchy, and one step farther away from the Main Menu commands. To move through the hierarchy in reverse one step at a time, press **[Esc]**. This key will either cancel a command or option that is in effect, negate a command decision, or take you one step closer to the top of the command structure.

Instead of using the sequential keystrokes, you can also select any of the choices available on the command line by pressing **[<]** to move the highlight cursor to the left, or **[>]** to move it to the right. (Do not press **[Shift]** with these keys.) When the command or option you want is highlighted, press **[ENTER]** to put your choice into effect.

The **[ENTER]** key is also used at other times to confirm a choice you want to make. Other frequently used keys are those that control the cursor movement. When a display or information area contains a highlighted cursor box, use the appropriate cursor key (up, down, left, or right) to move the box from one line or area to another.

SECTION 2. THE MAIN DISPLAY

The screen you will see most often during any mission is the Main Display, shown in Figure 3. The information in this display is a comprehensive summary of the condition and location of the ship you are commanding.

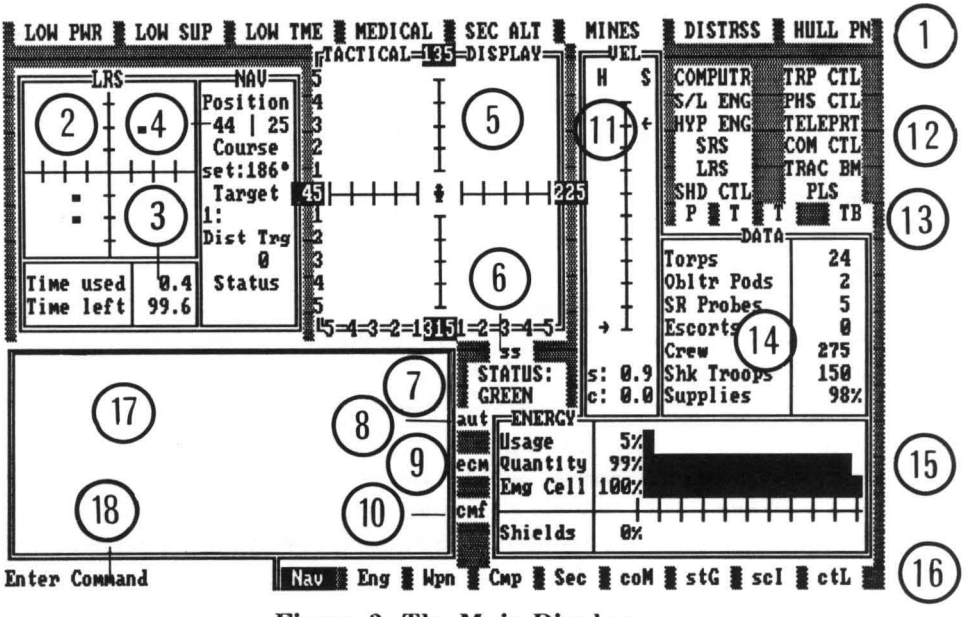


Figure 3. The Main Display

The main display contains 18 areas of importance:

1) **Caution and Warning Panel** – Eight warning indicators across the top of the display will alert you if major problems arise. Your ship's computer continually cycles through the indicators, lighting each one as it is checked. When a critical situation occurs, the pertinent indicator will be lit and remain highlighted until the problem is corrected. The indicators and their associated problems are:

LOW PWR:	Less than 25% of available power remaining.
LOW SUP:	Less than 25% of ship' s supplies remaining.
LOW TME:	Less than 10% of your allotted mission time remains.
MEDICAL:	A medical emergency (crew exhaustion, disease, or low morale) exists.
SEC ALT:	An internal security alert has been issued.
MINES:	Enemy mines detected in the vicinity.
DISTRSS:	A distress message from other Krellan forces has been received.
HULL PN:	Ship's hull has been severely penetrated.

2) **Long Range Scan Display (LRS)** – Any object that comes within range of your long range sensors will be visible here. Ships appear as small dots; larger objects (planets, starforts, starbases) as large dots, small blocks, or small bars, depending on your monitor; and stars as blocks. Color is also an indicator: stars are Yellow, planets are Light Blue, and other objects are either Red (Alliance ships or starbases) or Green (Krellan ships or starforts). To obtain detailed information about an object in the LRS Display, you must move close enough to it so that it shows up in the Tactical Display.

The scan covers an area 40 points square within a system, marked off along both axes in 5-point increments. This is equivalent to one-fourth of a system (see Figure 4). Your ship is always located in the center of the scan display, facing toward the top; you are seeing the area 20 points ahead of you, 20 points behind you, and 20 points to your left and right.

Objects in the LRS Display are shown in locations relative to your position and heading. Thus, a small dot in the upper right quadrant of the display means that a ship is ahead of you and to your right. To move toward this ship, you would need to change your heading. Basic navigation chores such as changing course can be done manually (4.2), or using the *Targeter* option (4.3).

As your ship moves, the LRS Display changes continually. As your heading changes, objects in the display will rotate into their new relative positions. Objects will become visible as you move within scanning range of them; others will move farther away and finally vanish when they are out of range.

When an enemy space vessel or starbase comes within range, you will receive a report from your Weapons Officer, informing you of the distance and bearing to the ship or starbase at the point of initial contact.

If the LRS Display is filled with a black-and-white pattern, your sensors are inoperative.

3) **Time Status** – This display shows how many days have elapsed since your mission began ("Time Used") and how many days you have left to complete your assigned task ("Time left"). The "Time Used" value will flash when you freeze the simulation (3.2).

4) **Navigation Information (NAV)** – This window gives you the following facts:

Position, in regional coordinates if you are traveling in hyperspace, in system coordinates if you are traveling at sublight speed within a system, or in orbital coordinates if the Orbital Display is on.

Course Set, in degrees, indicating the direction in which your ship is moving (or pointing, if you are stationary at the time).

Target 1, the name or location of the first navigation target you have set using the *Targeter* option (4.3). If no target has been selected, this area is blank.

Distance to the selected target (Dist Trg), in light-years if the target is a regional coordinate, and in points if it is a system coordinate. If no target has been selected, distance is given as 0.

Status, blank if your ship is stationary in normal space, or:

HYPERSPC:	Traveling in hyperspace (between systems).
NORM SPC:	Traveling in normal space (C-Factor less than 1).
IN ORBIT:	Orbiting a planet or star.
DOCKED:	Docked with a starfort or a captured starbase.
EMG STP:	An emergency stop has been initiated; your ship is rapidly decelerating, but still moving.

5) Tactical Display – Similar to the LRS Display, this area shows what is in the space around your ship, but on a smaller scale and with more detail. The range of the Tactical Display is 5 points along each axis, covering an area 11 points wide and 11 points deep. Within this display, the symbols from Figure 2 are used to identify specific ship types as well as some smaller objects (probes, torpedoes, and mines) that are not visible in the LRS Display.

The number at the top of the display is your ship's present heading. The other three numbers at the ends of the axes are 90 degree increments from your current heading. These numbers are helpful when computing a course using manual navigation (4.2).

The Tactical Display shows the area in the center of the current long range sensor scan. To help give you the proper perspective on what you are seeing compared to the part of a system you are not seeing, refer to Figure 4.

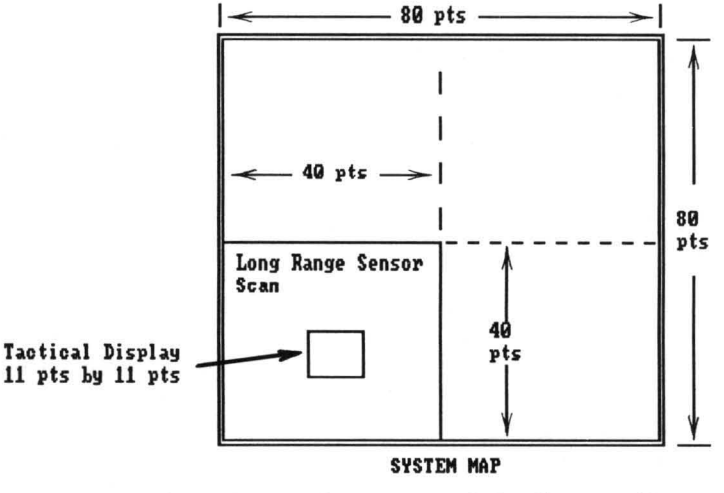


Figure 4. Sensors and the System Map

If the short range scanners used in the Tactical Display are inoperative, you can still scan visually out to a range of 3 points along each axis. In such a case, a gray border separates the inner part of the Tactical Display from the outer area (to indicate that your scanners are not working). Even when you are relying on a visual scan, you will still be able to see Krellan ships and large objects such as planets that are outside the 3-point range.

If you go into orbit around a planet, the Tactical Display is replaced by the Orbital Display (4.6.6.2).

6) Sideslip Indicator – If you have activated left or right sideslip (4.4.2), an arrowhead is displayed on the appropriate side of the "ss" symbol. If you have initiated evasive maneuvers (4.6.6.1), both arrows are displayed.

7) Alert Status (STATUS) – One of these indicators will appear here:

RED:	Your long range scanners have detected an Alliance starbase or hostile vessel(s), or you are in orbit around an Alliance planet. Crew is at battlestations.
AMBER:	You are in Alliance-controlled space, but no enemy ship or starbase has been detected. Crew high readiness state.
GREEN:	You are in hyperspace, or in Krellan-controlled space with no enemy present. Crew low readiness state.
DOCKED:	You are docked at a starfort or a captured starbase.

8) Auto Shields Indicator – When the Auto Shields switch is on, "aut" is displayed; your ship's systems will automatically raise your shields when you enter a Red Alert and lower them when the alert is over. If you disengage the Auto Shields, "man" is displayed and you control the shields manually.

9) Electronic Counter Measures (ECM) Indicator – When you have activated ECM (6.5), the "ecm" symbol will flash.

10) Combat Message Filter (CMF) Indicator – When your CMF is active, the "cmf" symbol will be lit in green, and will allow only important messages and reports to be displayed. However, all messages and reports are stored temporarily by your communications system and can be reviewed (9.1, 9.2).

11) Velocity Indicator (VEL) – These two bar scales show your ship's current speed: "H" for *hyperspace speed* (from 0 to 10) and "S" for *sublight speed* (from 0.0 to 1.0). As your ship accelerates, the bars on these scales will move up; when the "S" bar reaches the top of the right-hand scale, the "H" bar will begin to move up until the speed you have set is attained. Arrows alongside the scales indicate your set speed. Your set (s:) and current (c:) speeds are also shown below the scales. In Figure 3, the arrows indicate a set sublight speed of 0.9, but because the ship is stationary (c:0), the bar indicators are not visible on the scale. (For more on setting speed, see 3.1.1.)

12) **Systems Status** – The background color of each status light in this display indicates the condition of that system: Green for fully operational, Yellow for partially operational (damaged), or Red for inoperative (severely damaged or destroyed). The systems monitored here are:

COMPUTR:	Main Computer	**TRP CTL:**	Torpedo Control
S/L ENG:	Sublight Engines	**PHS CTL:**	Phaser Control
HYP ENG:	Hyperdrive Engines	**TELEPRT:**	Teleporters
SRS:	Short Range Sensors	**COM CTL:**	Communications Control
LRS:	Long Range Sensors	**TRAC BM:**	Tractor Beam
SHD CTL:	Shield Control	**PLS:**	Primary Life Support

13) **Weapons and Tractor Beam Status** – If your phaser bank ("P") and two torpedo tubes ("T T") are ready to fire, these indicators are Green. Any of these that are operational but not ready to fire are shown in Red. If a weapon is inoperative because of damage, its indicator will be Black.

The tractor beam indicator ("TB") is lit when your tractor beam is on, and black when the beam is off.

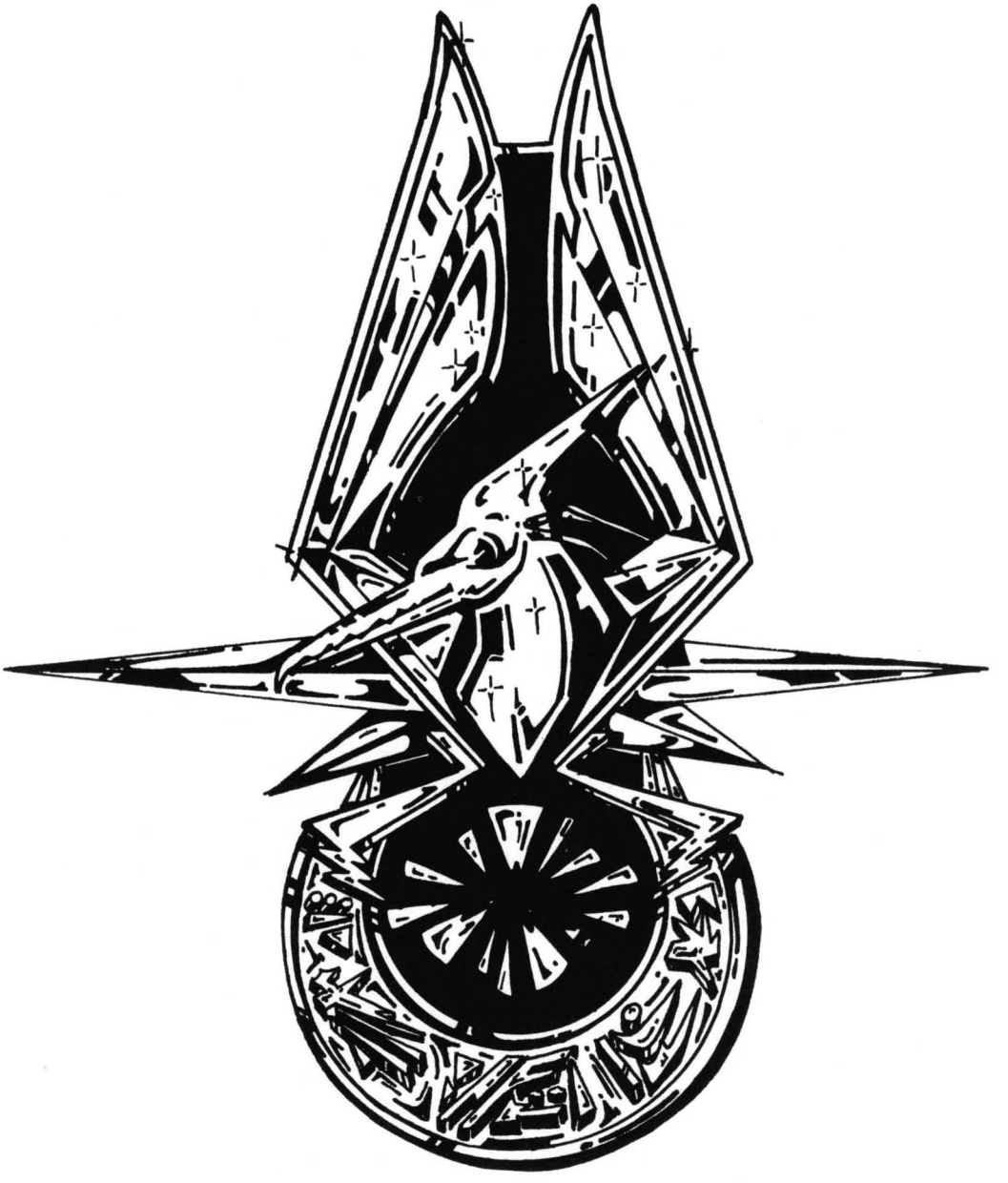
14) **Ship's Data Display (DATA)** – The current quantity of seven important resources – torpedoes, obliterator pods, sensor probes, escorts, crew members, shock troops, and supplies – is shown here. See Section 15.2 for the normal maximum capacities of these parameters. When a Red Alert is issued, the Ship's Data Display is replaced by the Target Data Display (6.4).

15) **Energy Status (ENERGY)** – The "Usage" bar in this display shows how fast you are using up your ship's available energy. The "Quantity" bar shows what percentage of your total energy supply of 4000 units is still available. When Quantity reaches zero percent, the ship will switch to emergency cells ("Emg Cell"), a reserve of 100 units that is depleted more rapidly than your main supply. The "Shields" bar indicates the current level of your shield strength; the more energy you assign to shields, the more your usage increases and the faster your energy supply drops.

16) **Command Line** – On this line (along the top or bottom of the display, depending on the computer you are using) are listed the available commands or options. The example display in Figure 3 shows the choices at the top level of the command hierarchy – *Navigation, Engineering, Weapons, Computer, Security, Communications, Strategic Commands, Sciences,* and *Controls.*

17) **Message Display** – All messages, command acknowledgments, and some displays will appear here.

18) **Instruction Area** – Messages or command prompts will be displayed here.



"TO THE STRONGEST GO THE STARS"

ZAE MEDAL OF HONOR

SECTION 3. SHIP CONTROLS

This section describes direct commands and controls which are not part of the command hierarchy.

3.1 FUNCTION KEY CONTROLS

There are 20 commands executed by using the ten function keys. Refer to the *Star Fleet Officer's Manual, Volume 2* to see which keyboard set you are using.

NOTE: The function keys specified in the following sections are for keyboard set A. The corresponding function key command for keyboard set B, if different, will be given in parentheses ( ).

3.1.1 Velocity Controls

[F1] ([F2]): Increase hyperspace speed by C-Factor 1.

[Shift][F1] ([Shift][F2]): Set maximum hyperspace speed.

[F2] ([F4]): Increase sublight speed by C-Factor 0.1.

[Shift][F2] ([Shift][F4]): Set maximum sublight speed.

[F3] ([F1]): Decrease hyperspace speed by C-Factor 1.

[Shift][F3] ([Shift][F1]): Decrease hyperspace speed to zero.

[F4] ([F3]): Decrease sublight speed by C-Factor 0.1.

[Shift][F4] ([Shift][F3]): Decrease sublight speed to zero.

You cannot increase your speed beyond the maximum capacity of your engines, nor can you adjust your speed while moving in hyperspace.

3.1.2 Heading Controls

[F5]: Decrease navigation heading by 1 degree.

[Shift][F5]: Decrease navigation heading by 15 degrees.

[F6]: Increase navigation heading by 1 degree.

[Shift][F6]: Increase navigation heading by 15 degrees.

You cannot change your heading while travelling in hyperspace.

3.1.3 Shield Controls

[F7]: Lower shield power by 5 percent

[Shift][F7]: Lower shields; press twice to cancel a Red Alert.

[F8]: Raise shield power by 5 percent

[Shift][F8]: Raise shields to maximum; press twice to issue Red Alert.

To manually issue or cancel a Red Alert, press the indicated keys twice. The first command lowers or raises shields; the second changes the alert status.

3.1.4 Engine Controls

[F9]: Start engines. Your maneuvering engines will first rotate your ship to its new heading (if necessary), then your ship's sublight engines will engage.

[F10]: EMERGENCY STOP all engines. Begins immediate deceleration. Your ship will not stop instantly; a deceleration distance is required.

3.1.5 Weapons Control

[Shift][F9]: Fire phasers. Your phaser will not fire unless it is locked on to a target and the phaser weapons status indicator ("P") on the Main Display is Green. This command can only be executed from the Main Display.

[Shift][F10]: Fire torpedoes. Your torpedoes will not fire until they have locked on to a target and the torpedo weapons status indicators ("T T") on the Main Display are Green. This command can only be executed from the Main Display.

3.2 KEYBOARD COMMANDS

Several commands are executed by pressing one or two keys on your keyboard. A "toggle" means that pressing the key(s) once turns the switch on, and pressing the same keys again turns the switch off. The following commands and switches can also be accessed through the Controls Box, which appears by pressing **[Ctrl][H]** or using the *Controls* command from the main menu (12.0).

[Alt][A]: Auto Shields Toggle.

This switch is initially on. While on, "aut" will be displayed and your ship's computer will continually monitor your situation, and automatically raise or lower your shields as you go in and out of Red Alert. Auto Shields also compensates for hits received in combat and maintains maximum power in shields. While off (manual mode), "man" will be displayed and you must manually raise and lower your shields. The Auto Shields indicator appears in the Main Display, and System, Navigational, and War Maps.

[Alt][B]: Start/Stop Planetary Bombardment (10.3.1)

[Alt][C]: Combat Message Filter (CMF) Switch Toggle (2.0)

[Alt][D]: Ship/Target Data Toggle

Toggles between your Ship's Data Display (2.0) and the Target Data Display (6.4).

[Alt][E]: Electronic Counter Measures (ECM) Switch Toggle (2.0, 6.5)

[Alt][F]: Freeze Simulation Toggle

Stops the simulation and "freezes" the action. While the simulation is frozen, you cannot execute any command that uses time or performs any action. You can, however, view any information display or change settings. The "Time Used" value will flash while the game is frozen.

[Alt][G]: Display Map Grid Toggle

Displays or removes a dot grid on the Tactical or Orbital Display, or Navigational or War Map. When your sensors detect an enemy ship or starbase, the map grid will automatically appear in the Tactical Display.

[Alt][L]: Locate Star System

Prompts for the number of the star system. If executed from a star map, the Target Designator Box (TDB) will appear over the specified system. If executed from another display, the regional coordinates of the system will be given, and you will be asked if you wish to have the TDB move to the system on the specified star map. Press **[N]** for the Navigation Map or **[W]** for the War Map. Any other key will exit without changing the display.

[Alt][M]: Go to the Main Command Menu on the Main Display

This command is helpful if you are deep in the command structure and want to exit quickly.

[Alt][N]: Display Navigational Star Map (4.6.3)

[Alt][O]: Orbital Display Toggle

While in orbit, this will toggle between the Orbital and Tactical Displays.

[Alt][R]: Rest State Toggle

Rest state allows time to pass without moving your ship or executing other time-consuming tasks. This is important while on long missions where you are engaging the enemy with few breaks between battles, providing a rest period for your crew and time to repair damaged systems.

Your ship must remain stationary in order to rest. If you start your engines, the rest state will be cancelled. CAUTION: The universe is changing while you are resting.

[Alt][S]: Display System Map (4.6.1)

[Alt][T]: Target Designator Box (TDB) Toggle.

The TDB can be turned on and off from the System or Star Map only.

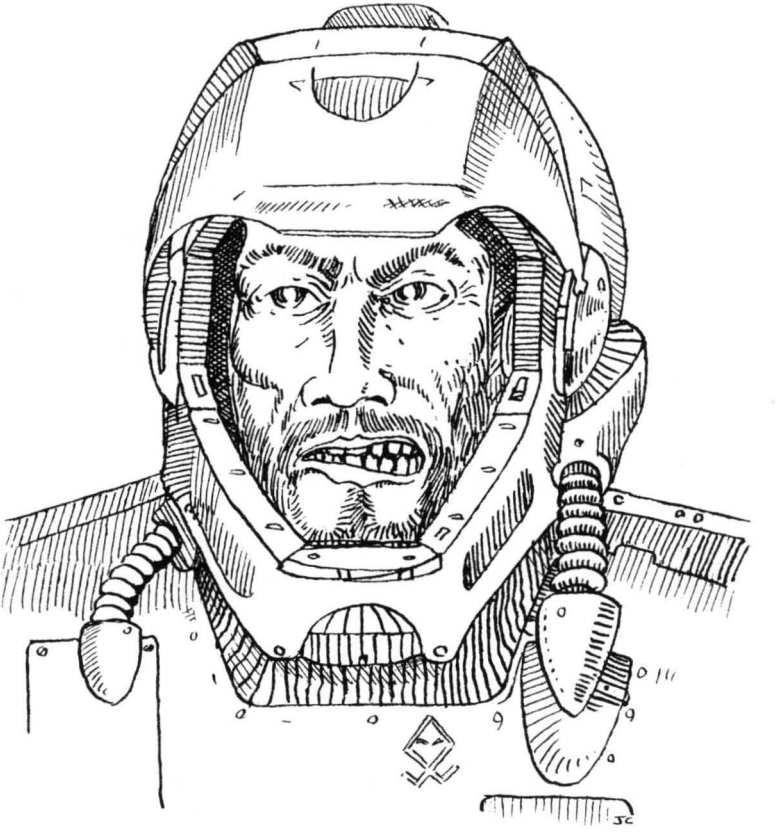
[Alt][V]: Evasive Maneuvers Toggle (4.6.6.1)

[Alt][W]: Display War Map (4.6.5)

[Ctrl][H]: Execute Controls Command (12.0)

[Tab]: Activate Right Sideslip (4.4.2)

[Shift][Tab]: Activate Left Sideslip (4.4.2)



SECTION 4. NAVIGATION

Before you can do anything else effectively with your ship, you have to know how to make it go: how to send it to where you want to be, and how to set the speed at which you travel from place to place.

4.1 NAVIGATION TERMS AND DEFINITIONS (See also 1.1)

Krellan starships use the conventional definitions for navigational directions. Refer to Figure 5 for the angle definitions.

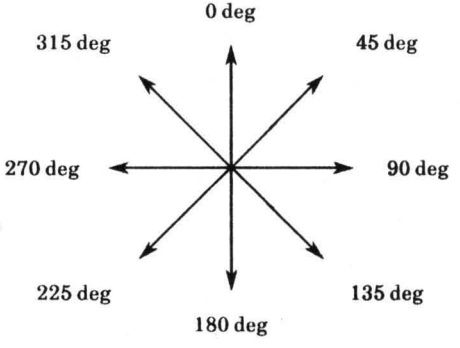


Figure 5. Navigation Headings

Course indicates the navigational direction you are travelling. *Heading* is the direction your ship is currently pointing. *Bearing* is the direction to a particular object or location with respect to your ship. The bearing can be either *absolute*, based on the system x and y axes; or *relative*, based on the heading of your ship. For example, if your ship is heading 120 degrees with an object 35 degrees to your right, then the absolute bearing to the object is 155 degrees, and its relative bearing is 35 degrees. If the object is 35 degrees to your left, then its absolute bearing is 85 degrees and its relative bearing is –35 degrees.

4.2 MANUAL NAVIGATION (Sublight Travel Only)

You can manually change the heading and speed of your ship to travel to any location in your current star system. You may want to use manual navigation when you have spotted something on your ship's LRS Display (2.0) and you want to move closer to examine it on the Tactical Display (2.0). Manual control is usually required when you engage in space combat.

You can only use manual navigation at sublight speed, when your ship is moving in normal space. You cannot change your heading or speed while your ship is moving through hyperspace between systems.

When you spot an object on your LRS Display, but it is not close enough to also show up on your Tactical Display, you can set a new course to approach or intercept the object. If the object is to the right of your ship, then you have to increase your heading; if to the left, decrease your heading. Draw an imaginary line from the center of the LRS Display through the object; then estimate the angle between your present heading (along the upper vertical grid line) and the heading to which you want to change.

You can increase or decrease your heading by 15 degrees, or by 1 degree at a time, using the heading control keys (3.1.2). To keep track of your heading, watch the number at the top of the Tactical Display change as your ship rotates. With manual navigation, you are also responsible for setting your ship's speed using the velocity controls (3.1.1). Having set the heading and speed, start the engines (3.1.4). You can then adjust the heading and speed as required.

It is possible to use manual navigation to intercept or bring your ship adjacent to an object, but doing this requires a great degree of precision in estimating and setting your new heading. Fortunately, your ship does have an automatic navigation system that performs all the necessary computations; to enable this system, use the *Targeter* option from the System Map Display.

4.3 NAVIGATION TARGETER (Automatic Navigation)

Whenever the *Targeter* option appears in the Command Line of the screen display, you can order your ship to proceed toward a specific location, or select an object or a location to be acted upon by some other command. When this option is available, the Target Designator Box (TDB) will appear on the map that is part of the current screen display.

The first step in selecting a target is to move the TDB to the desired location. You accomplish this by using the direction keys. As you move the TDB across the map, information about the TDB's present location appears on the screen display. When you have positioned the TDB on the target you want to designate, execute the *Targeter* option to lock your ship's computers onto that location. You can target a location containing an object (ship, planet, etc.), or you can target to empty space.

When you execute the *Targeter* option, the Targeter Display (Figure 6) appears in the message area of the System Map, or overlays a portion of the Navigational Star or War Map. This box contains the following information that will help you decide whether to commit your ship to moving toward the targeted area:

Velocity, which you can change,using the velocity control keys (3.1.1), to any legal speed you desire.

Time, showing how many days it will take you to reach the selected target traveling at your set speed.

Energy, the percentage of your remaining energy you would use to reach the destination.

Energy Lf, how much energy your ship has remaining.

Time Left, the number of days you have to finish your current mission.

Max. Vel, the highest speed at which you can safely travel.

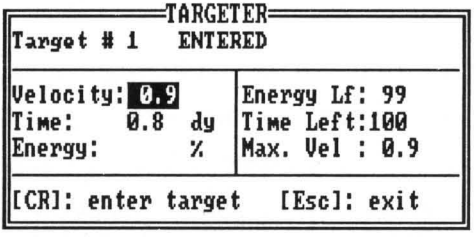


Figure 6. Targeter Display

When you use the Targeter to move from one regional location to another, both maximum speed and the speed you set must be 1.0 or greater. You do not need to set a sublight speed to travel to the system's edge before making the jump to hyperspace. Your ship's computer automatically assumes maximum sublight speed. To examine another location before entering a destination into the Targeter, exit the Targeter by pressing **[Esc]**, move the TDB to the other location, and call up the Targeter once more. To enter a location into the Targeter, press **[ENTER]**.

You can have two locations entered into the Targeter at the same time, with target #1 taking priority over target #2. Your ship will proceed toward target #1 until it reaches that objective, at which time target #2 will be shifted into the #1 slot, and the slot for target #2 will be empty (and available for another Targeter operation). When target #2 moves into the #1 slot, the speed setting will not be saved; you have to set a speed and start your engines to begin moving toward the new target.

No decision you make when using the Targeter is irrevocable; you can change your mind about where you want to go at any time by pressing a key or two. However, you cannot enter a third location into the Targeter without deleting one of the other two, and you can not re-enter a deleted target except by going through the entire selection process once more.

Use of the Targeter is optional when your ship is moving at sublight speed within a system; you can get from place to place with manual navigation. However, the Targeter is mandatory when you want to move through hyperspace from one system to another within a region. You can still change your mind about a targeted location, but you must first drop your ship back into normal space by reducing your hyperspace speed to zero.

More information about how the Targeter is used in specific circumstances can be found in several sections throughout this manual.

You also have access to the *Targets* option, which allows you to change a targeting decision made previously by either deleting a target or swapping the priority of the two target slots. Executing this option calls up the Targets Display (Figure 7), which contains the following target information:

R/S column, indicating whether the entered targets are regional ("R") locations or system ("S") locations.

Object, the name or description of the target, if applicable.

x and **y** coordinates of the target's location, either regional or system.

Bearing, the direction to the target from your ship's present location.

Target #, indicating which target is available to *Delete*. You can move from one target slot to the other by pressing [+] or [–]. Follow the instructions in the Targets Display to delete or swap targets.

```
                TARGETS
   R/S  Object    x   y  Bearing
1: S    Starfort  36 54  306
2: S    Planet    76 26   79


Target #: 1      [D]elete, [S]wap
```

Figure 7. Targets Display

4.4 SUBLIGHT OR NORMAL SPACE TRAVEL

When your ship is moving within a regional location, you can choose from nine different sublight speeds (ranging from 0.1 to 0.9). Unlike hyperspace movement, you can change course and speed at sublight speeds without having to bring your ship to a stop, and you can use either manual navigation (4.2) or the Targeter (4.3) to make these changes.

It is possible to move beyond the edge of a regional location while traveling at a sublight speed. In such a case, your ship will disappear from the System Map, but your position will still be updated as you move. Thus, it is possible to be at location 10, –20 (20 points beneath the lower edge of the system map) or location 90, 20 (10 points beyond the right edge). To return to the map area, you can either reverse your course manually or use the Targeter to select a destination within the map area.

4.4.1 Collision Avoidance System

You may be comforted to know that you cannot normally crash into an object in your ship's path. If your ship's computer is operational and a collision is imminent, your course will be automatically adjusted to take you around the object. If you were moving towards a target, your ship's computer will compensate for the change in direction and put you on a new course for the target. If you were using manual navigation, your course will be changed to the new heading that was implemented to avoid the collision.

If your ship's computer is not working, your ship will perform an emergency stop instead of steering around the object. You will not be allowed to start your ship's engines again until you have set a new course that will prevent you from colliding with the object in your path.

Collision avoidance will keep you from ramming into ships (enemy or friendly), starforts, and starbases. However, the automatic systems will not prevent you from being hit by enemy torpedoes and mines, or being sucked into black holes. When dealing with those obstacles, collision avoidance is up to you.

4.4.2 Sideslip

Sideslip is a special feature of your ship's navigation system that allows you to change your ship's direction of travel without altering the set heading.

When sideslip is activated (by pressing **[Tab]** for right sideslip or **[Shift][Tab]** for left sideslip) and you are *not* traveling toward a designated target, your ship will move along a heading that is 45 degrees to the left or right of the heading you have set. For example, if you set a course of zero degrees and then activate right sideslip, your ship will move along a heading of 45 degrees; if left sideslip is on, your ship' s heading will be 315 degrees (45 degrees to the left of zero degrees).

When sideslip is turned off, your ship will immediately resume its set course. In essence, the nose of your ship has remained pointed along your set course, but the ship itself has been moving along a heading of 45 degrees with sideslip activated.

If you are travelling towards a navigation target with sideslip on, your ship will travel toward the target in an arc, starting the curve in the direction of sideslip. If you turn off sideslip while traveling toward a target, your ship will move to the target in a straight line from the point where you resumed normal movement. Figure 8 shows the track your ship will follow if you start at 40, 10 and have targeted to the star with right sideslip on. Left sideslip would cause your ship to arc to the left.

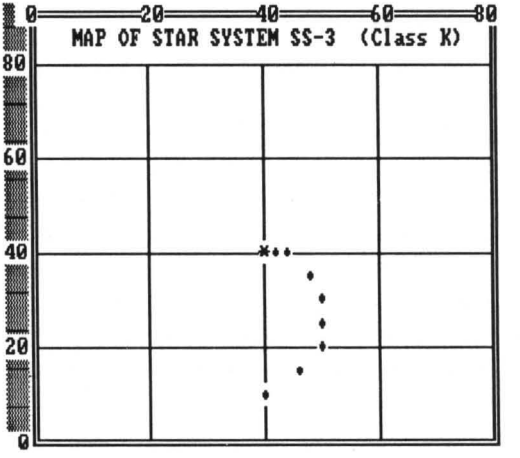


Figure 8. Sideslip

Sideslip is particularly useful as a dodging maneuver, to reduce your chances of being hit by an enemy torpedo. It allows you to arc around enemy vessels or starbases, staying out of range of their sensors so that you will not be shot at. It also permits you to use a curved flight path to explore a star system without making frequent course changes.

4.4.3 Establishing Orbit

If you have targeted a planet and you are viewing the Main Display (Figure 3) when your ship arrives at the destination, the question "Establish Orbit?" will appear in the instruction area. You must answer [Y] or [N] before you can execute any other command.

If you are viewing another display when you reach the planet, your ship will stop one point away from your target. If you want to go into orbit, you must exit the display, access the Navigation Menu, execute the *Helm* command, and select the *Orbit* option (4.6.6.2).

If your ship is accompanied by escorts when you arrive at the targeted planet, you will be asked if you want them to orbit. If you answer [Y], your escorts' formation will be changed to "none" and they will enter orbit.

When you go into orbit, your Science Officer will automatically perform a detailed scan of the planet. Then you will be asked if you want to see the Planetary Map Display (4.6.2.3).

Be careful when going into orbit around a planet of Technology Level 6 or 7. Some of these planets are likely to have powerful planetary defenses, and may use them against Krellans! They may or may not warn you before firing.

4.4.4 Docking

If you arrive at a targeted starfort while you are viewing the Main Display, you will be asked if you want to dock, and you must answer before proceeding. If you are viewing another display and you want to dock, you must exit the display, access the Navigation Menu, execute the *Helm* command, and select the *Dock* option (4.6.6.3).

4.5 HYPERSPACE TRAVEL

The only way to get from one star system to another is by selecting a target system using the Targeter (4.3), then using the velocity controls to set a hyperspace speed of 1.0 or greater. Your ship will begin moving toward the edge of the system you are in, accelerating as it does so (up to maximum sublight speed of 0.9). When your ship reaches the edge of the system, it will automatically jump into hyperspace and begin accelerating up to the hyperspace speed you have set. If you are moving from a system that does not contain a star or black hole, your ship will enter hyperspace immediately instead of moving to the edge of the system first.

While moving in hyperspace toward your target, you cannot change course or reset your hyperspace speed. To perform either of those operations, you must first come to a full stop – the only speed change you can make while in hyperspace. After your ship has decelerated and come to a stop, you can activate the Targeter to select a different destination (not necessary if all you want to do is change your speed). Then use the velocity controls (3.1.1) to set your hyperspace speed to a different figure, and restart your engines.

While traveling in hyperspace between star systems in a region, the horizontal and vertical grid lines in the LRS Display and the Tactical Display will disappear, indicating that you cannot see anything outside your ship when it is moving faster than the speed of light. The grid lines will reappear when you reach the regional location you have targeted and your ship reappears in normal space. Deceleration to sublight speed is performed automatically when your ship reaches the targeted location; it is not necessary for you to manually slow or stop your engines.

Your hyperspace speed is the total of the speeds you have set on the "H" and "S" scales of the velocity indicator (2.0). For example, to set a hyperspace speed of 3.5, set the "H" scale to 3.0 and the "S" scale to 0.5. When you come out of hyperspace upon reaching your destination, the reading on the "H" scale (current hyperspace speed) will drop to zero, and your ship will continue moving at maximum sublight speed (normally 0.9) until you reach the target.

4.5.1 The Hazards of Hyperspace

Two of the symbols in Figure 2 refer to the most dangerous aspects of hyperspace travel – black holes and ion storms. If you see these symbols displayed on the Navigational Star Map, the safest course is to stay away from them. If you do encounter either kind of hazard, here is what to expect.

Black holes are extremely dangerous. If you pass in hyperspace through a regional location that contains a black hole, its strong gravitational pull will cause a hyperspatial dislocation and your ship will emerge into normal space at random in the region. Your ship will also probably suffer some damage. If you stop in a regional location that contains a black hole, your ship will be sucked into the hole and destroyed unless you leave that system immediately. Your sublight engines cannot overpower the gravitational attraction of a black hole. To escape, you must execute an Emergency Hyperspace Maneuver (4.6.6.4). No system containing a black hole will have a star or planets within it.

Ion storms are scattered randomly across a region, and can appear or dissipate suddenly. These storms can be very violent. If you pass in hyperspace through a regional location that contains an ion storm, your ship can suffer minor damage, or even casualties among your crew and the complete failure of some of your ship's systems. Traveling in hyperspace with your shields up can provide some protection against an ion storm, but may not entirely prevent the storm from affecting your ship. If you encounter an ion storm while travelling in normal space, your sensors will be useless and you will only be able to receive visual scans.

4.6 NAVIGATION COMMANDS

By pressing [N] while in the Main Display, you enter the navigation control section of the command hierarchy. From here, you have your choice of four commands: *System Map* [S], *Navigational Star Map* [N], *War Map* [W], and *Helm* [H]. These choices are displayed on the command line of the Main Display and comprise the Navigation Menu, illustrated in Figure 9.

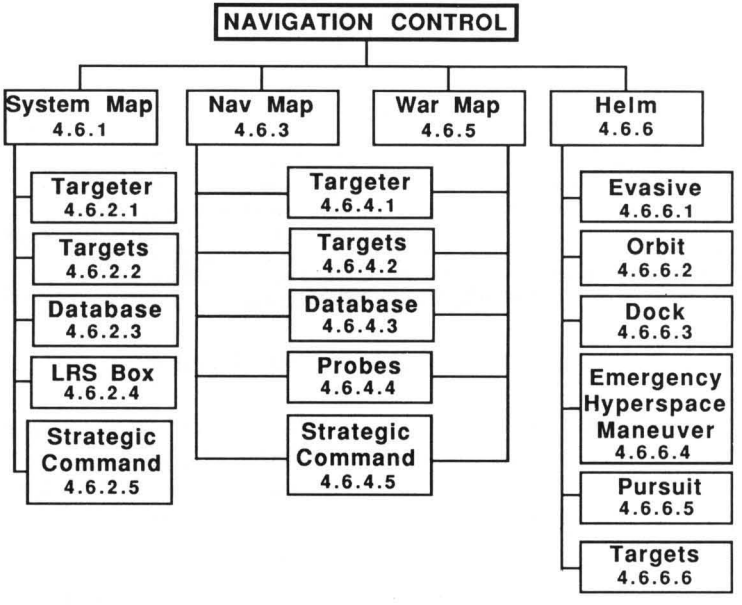


Figure 9. Navigation Command Menu

4.6.1 System Map [N] / [S] or [Alt][S]

Executing this command calls up the System Map Display, a detailed depiction of your current regional location. Figure 10 illustrates what a System Map Display looks like immediately after you enter a star system, prior to executing any other command.

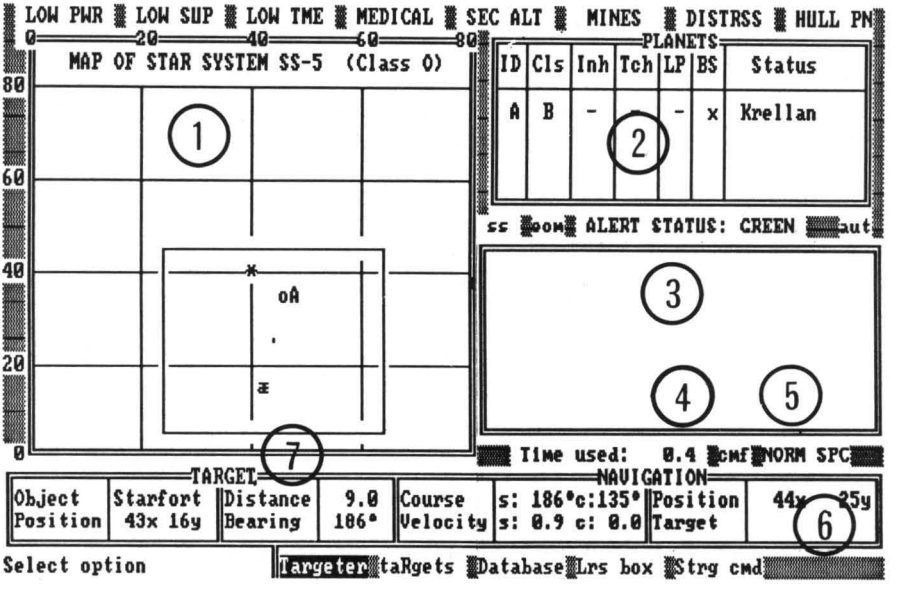


Figure 10. The System Map Display

The display has a caution and warning panel, command line, and instruction area in the same locations as in the Main Display. It also contains a sideslip indicator, alert status line, Auto Shields indicator, and CMF indicator. The rest of the screen display consists of the following seven items:

1) **System Map** – A map of your current regional location. If the location is a star system, it is identified in the line above the top of the map. Every star system has a unique number, and its star belongs to a certain spectral class (15.1). In the example, you are in star system 5 (SS-5) within the region where your mission is taking place, and the star in this system is Class O.

If the regional location contains a star, the star will appear in the center of the System Map Display. Your ship is shown as a blinking dot in the center of a box which defines the range of your long range sensors. Any object within the box will also appear in the LRS Display. Any unknown objects that may exist outside the box will not be shown on the System Map Display, because they are outside the range of your sensors. The symbols used to identify objects in the System Map Display are illustrated in Figure 11.

Figure 11. System Map Symbols

2) **Planet Information** – If the system contains any planets, facts about them will be displayed here. "?" indicates that the planet has not been scanned.

ID: An identification letter, A-D. This letter is also shown on the system map next to the planet it pertains to.

Cls: Planet class, one of seven letter designations (15.1).

Inh: The predominant type of intelligent beings (natives) that inhabit the planet, if any. When the nature of the inhabitants is known, this column will contain one of four specific designations:

"–"	No inhabitants	"Mam"	Mammalian
"Hum"	Humanoid	"Rep"	Reptilian

Tch: The technology level (15.1) of the planet's inhabitants.

LP: An "x" here indicates that a Krellan landing party is on the planet surface; otherwise, "–" is displayed.

BS: An "x" here indicates that a Krellan base has been established on the planet; otherwise, "–" is displayed.

Status: Ownership of the planet, either "Krellan", "Alliance", "Neutral", or "Unknown". Planets located in Krellan star systems with Krellan forces on them will be identified as "Krellan". In all other cases, the status of a planet is "Unknown" until the planet is surveyed by a landing party (or the natives choose to reveal their status to you).

3) **Message Display** – All messages, command acknowledgments, and some small displays will appear in this area.

4) **Time Used** – How many days have elapsed since the start of your mission.

5) **Navigation Status** – A word or phrase describing your current navigation status. (See 2.0 for how to interpret this display.)

6) Navigation Information – The facts contained here are also shown on the Main Display, but in a different format. In the upper left corner of this box are your set Course and your current heading; beneath that, your set and current Velocity; in the upper right, your current Position in system coordinates; and beneath that, the name of the first Target (if any) you have designated. If the target is a planet or a star, its class will be displayed next to its name, separated by a slash (for example, Star/G for a class G star). If no target has been selected, this area is blank.

7) Target Information – This area contains facts about an object currently within the Target Designator Box. When the TDB is moved over an object, its name (Planet, Star, Starfort, etc.) is shown on the Object line; beneath that is its Position in system coordinates. In the upper right is the object's Distance from your ship in points, and beneath that is the Bearing from your ship to the object. In the example display (Figure 10), the TDB is around the starfort in the bottom part of the system map, and information about that object is displayed. If the TDB is positioned over a location that does not contain an object, the information will read "nothing". (Sometimes, as in the example display, the TDB is not visible until it is moved or turned on using **[Alt][T]**.)

4.6.2 System Map Options

Listed on the command line of the System Map Display are the five options you can select at this level of the command hierarchy.

4.6.2.1 Targeter [N] / [S] / [T] – General information about the Targeter is given in 4.3. When you execute the *Targeter* option from the System Map Display, the maximum velocity in the Targeter Display will be 0.9 (assuming your sublight engines are fully operational).

4.6.2.2 Targets [N] / [S] / [R] – General information about the *Targets* option is given in 4.3. When you select this option from the System Map Display, the targets described will be system locations and the x, y values will be system coordinates.

4.6.2.3 Database (Planetary Map) [N] / [S] / [D] – Selecting the *Database* option from the System Map Display will call up a detailed surface map of a planet inside the TDB, if the planet has been scanned. Your ship does not have to be in orbit around the planet when this option is selected, but you or another Krellan ship must have orbited it previously (4.4.3) in order to conduct the scan.

The Planetary Map Display is also accessible by selecting the *Scanners* option in the Sciences menu (11.0), or by selecting the *Orbital Control* option in the Strategic Command menu (10.0). A sample Planetary Map Display is shown in Figure 12.

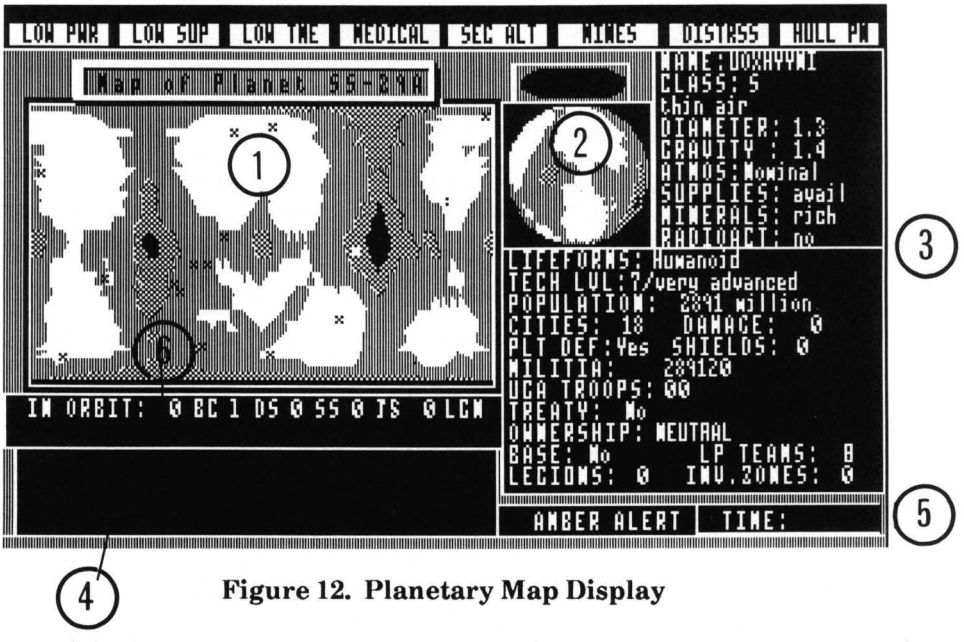


Figure 12. Planetary Map Display

Many of the items in the Planetary Map Display are identical to elements of the Main Display (Figure 3), with the following additions:

1) **Planetary Map** – This projection map of the planet is color-coded to indicate the nature and elevation of terrain, as indicated in Table I. Cities and military targets are designated by "X". Destroyed cities are designated by "+".

TABLE I: PLANET TERRAIN COLORS

TERRAIN TYPE	PLANET CLASS	16-COLOR	4-COLOR
Water	K, A D	Blue Light Blue	Blue Blue
Lowlands	K, A D P, B, F	Green Sand Yellow or Red	Green Green Green
Hill Country	K, A, D P, B, F	Brown Grey	Yellow/brown Yellow/brown
Mountains or High Plateau	K, A, D P, B, F	White Brown	Red Red

2) **Scan View** – This area shows the part of the planet you can see from orbit; if you are in Orbital Control (13.2), the terrain changes as your orbit takes you over the planet surface.

3) **Planet Data** – A list of facts about the planet, including:

NAME of the planet, if known.

CLASS of the planet, including a brief description.

DIAMETER, expressed as a comparison with the diameter of Krella, the home planet of the Krellan Empire (e.g., an entry of 0.5 indicates a planet half the diameter of Krella).

GRAVITY, also expressed as a comparison with the gravity of Krella.

ATMOS, the atmosphere of the planet, given as "Nominal" (Krella-like), "Poisonous" or "None".

SUPPLIES, available ("Avail") or "None".

MINERALS, "None", "Poor", "Fair" or "Rich", depending on the planet's quantity of valuable mineral resources.

RADIOACT, "Yes", if the surface is dangerously radioactive, or "No".

LIFEFORMS, "None", "Humanoid", "Mammalian" or "Reptilian", indicating the predominant type of native intelligent beings.

TECH LVL, the technology level (15.1) of the planet's inhabitants.

POPULATION of the planet's native inhabitants.

CITIES, the number of major cities or military targets on the planet.

DAMAGE to the planet's surface expressed as a percentage. At 100% damage, the planet is uninhabitable.

PLT DEF, "Yes", if the planet has active planetary defenses, or "No".

SHIELDS, the planet's current shield strength in energy units.

MILITIA, the number of organized native troops on the planet.

UGA TROOPS, the number of UGA Regular Forces troops on the planet.

TREATY, "Yes", if a treaty has been signed by the natives and the Krellan Empire, or "No".

OWNERSHIP, "KRELLAN", "UGA", "NEUTRAL", or "CONTESTED".

BASE, "Yes", if a Krellan base has been established on the planet, or "No".

LP TEAMS, the number of Krellan landing party teams on the planet.

LEGIONS, the number of Krellan legions on the planet.

INV. ZONES, the number (0-8) of invasion zones you have selected on this planet.

4) **Message Display** – All messages, command acknowledgments, and some displays will appear here.

5) **TIME** – Days elapsed since your mission began.

6) **Forces IN ORBIT** – The number of Krellan ships in orbit around the planet ("BC" - battlecruisers, "DS" - destroyers, "SS" - supply ships, "TS" - troop ships) and the number of legions ("LGN") being carried by the troop ships. Your ship (a battlecruiser) will be included in the total.

4.6.2.4 LRS Box [N]/[S]/[L] – This option toggles on and off the box around your ship on the System Map Display which indicates the range of your long range sensors. This does not affect the operation of the sensors, only whether or not the box appears on the display.

4.6.2.5 Strategic Command [N]/[S]/[S] – This option takes you directly to the options in the System Strategic Command Menu. This shortcut eliminates the need to go back through the command hierarchy and access these options from the Main Display.

4.6.3 Navigational Star Map [N]/[N] or [Alt][N]

This command displays a map of your currently assigned region that shows information useful to navigation. A sample map is shown in Figure 13.

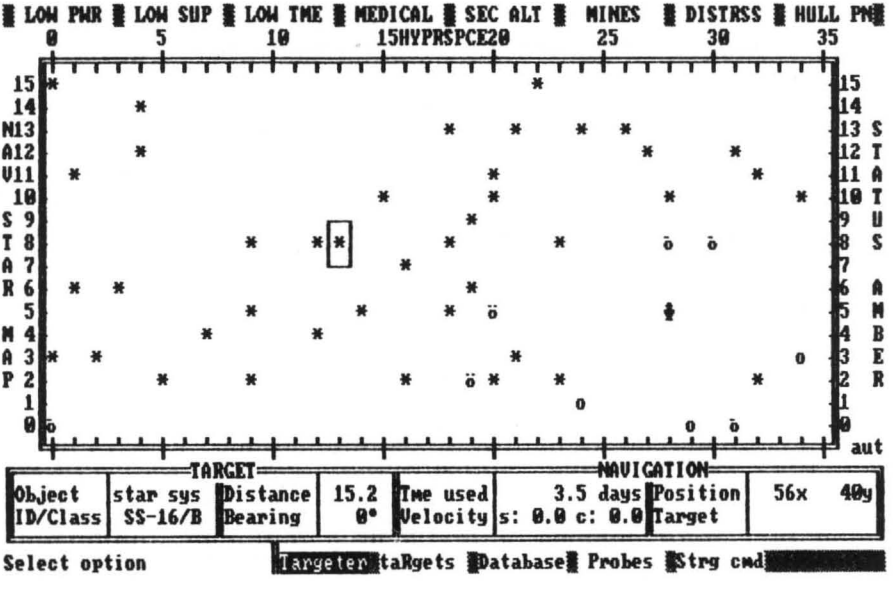


Figure 13. Navigational Star Map

The items in the Navigational Star Map that are not also part of the Main Display (Figure 3) are:

1) **Star Map** – The region, 35 light-years wide by 15 light-years deep, in which your mission is taking place. At the start of your mission, all star systems within Krellan territory (the bottom two rows of the map) have their layout and ownership known. Other star systems are indicated by asterisks, and they have to be explored before you can know whether they contain planets. (See Figure 2 for identification of the symbols used in this display.)

If you call up the Navigational Star Map when your ship is within a star system, your current regional location will be indicated by a blinking star system symbol. If you are viewing the map while moving between star systems, your location is indicated by a blinking Krellan battlecruiser symbol. Star systems on the map are color-coded by spectral class.

Messages will appear overlaid on the star map in small windows. In some cases, you will be required to press a key to acknowledge receiving a message before you can execute another command. The window will then disappear.

2) **Navigation Information** – If you are within a system when you call up the Navigational Star Map, your Position will be given in system coordinates. If you are in transit between systems, your Position will be given in regional coordinates. Your navigational status (2.0) is shown above the map.

Velocity and Target are identical to those in the System Map Display (Figure 10), except that a target name will not appear unless you have designated a regional location and are moving in hyperspace toward that target.

3) **Target Information** – This area contains facts about the object enclosed in the Target Designator Box. It is identical in layout to the same area in the System Map Display, except that the Distance is in light-years, not points, and ID/Class replaces Position. When the object inside the box is a star system, this line gives the system's unique ID number and the spectral class of the star.

4.6.4 Navigational Star Map Options

There are five options you can select at this level of the command hierarchy.

4.6.4.1 Targeter [N] / [N] / [T] – General information about the Targeter is given in 4.3. To use the Targeter with the Navigational Star Map, move the TDB to a regional location you want to target, then press [T] to call up a Targeter Display. In this display, maximum velocity will be 1.0 or greater. (Although your ship, with fully operational engines, is capable of reaching C-Factor 10, the greatest maximum velocity that will be displayed is C-Factor 8, because traveling at a higher speed may cause damage to your engines. A velocity greater than C-Factor 8 should be used only in an emergency.)

When you target a regional location on the Navigational Star Map, a System Targeter Window similar to the System Map (Figure 10) will appear. If you have targeted an unmapped star system, then a "?" will appear in the center of the display in place of a star symbol. If the targeted regional location has been mapped by you or other Krellan forces (including probes), then the window will contain symbols for any stars, planets, or starforts in the system.

When you select the *Targeter* option from the Navigational Star Map, you can set not only the regional location you want to move to but also the precise location within that system where you want to end your journey. After entering the desired regional location as target #1, move the TDB within the System Targeter Window to the place you want to specify as target #2 and press **[ENTER]**. (If you prefer to arrive at a random location within the system, exit the Targeter by pressing **[Esc]** without specifying a target #2.)

When you exit the Targeter, the System Targeter Window will disappear. Start your engines to begin moving toward the new regional location. If your ship's computer and hyperdrive engines are fully operational, you will emerge from hyperspace within five points of your system target (#2), if you have designated one (accuracy decreases if either of those ship systems are damaged). Then the system target will become target #1, and your ship will begin moving toward it at maximum sublight velocity (normally 0.9).

4.6.4.2 Targets **[N] / [N] / [R]** – General information about the *Targets* option is given in 4.3. When you select this option from the Navigational Star Map, the targets described will be either regional or system locations (check the R/S column in the Targets Display) and the x,y values will be either regional or system coordinates, depending on the nature of the target.

4.6.4.3 Database (System Map/Planetary Map) **[N] / [N] / [D]** – To obtain information about any regional location while viewing the Navigational Star Map, move the Target Designator Box to the desired location and select the *Database* option. The left side of the star map will be overlaid by a system map of the location, which can be a star system or an area of "empty" space (note that a location without a star can still contain a starfort or a starbase). If the location is a star system with planets, a planet information box (4.6.1) will overlay the upper right portion of the star map.

To obtain a planetary map (4.6.2.3) of any planet in the star system that has been scanned, move the TDB on the system map to that planet and press **[ENTER]**. The planetary map will take the place of the system map and will remain in place until you move the TDB to a new location.

4.6.4.4 Probes [N]/[N]/[P] – You do not have to visit all of the star systems in the region in order to find out what each system contains. You can send a probe to a regional location within five light-years of your present location by moving the Target Designator Box to the desired location and selecting this option. The Probes Control Display will appear in the lower right corner of the Navigational Star Map. To launch a probe, press **[ENTER]**.

The display contains the following information for each probe (#1-#5):

STATUS, either Supply (available for use), Transit (en route to target), Passive (stationary and sensing at target location), or Destroy (has been destroyed).

TG, number of the star system targeted for that probe.

RAD, radius (in points) of probe's orbit around star (once it arrives at the target).

SS, number of the star system where probe is currently located (same as your ship if the probe is in Supply or has just been launched).

REG. L, probe's current location in regional coordinates.

SYS. L, probe's current location in system coordinates (after arriving at target).

DETECT, either Enemy, if Alliance activity has been detected in the target system, or blank.

Probes will be launched in the order given (#1 through #5) unless you select a certain one by highlighting your selection. You cannot launch a probe into your ship's current regional location, and you will not be allowed to send a probe to a location that is more than 5.0 light-years distant. (If you pick an out-of-range target, exit the option and move the TDB to a new location.)

When a probe is in transit, its symbol (see Figure 2) will appear on the star map. The symbol will not be visible on the star map after it arrives at its targeted location, and cannot be seen on the LRS or Tactical Display since probes are too small.

When a probe arrives at its targeted location, it will map the system and you will receive a message to that effect. Thereafter, you will have access to a map of the system just as if your ship had travelled there and done the mapping in person. As long as the probe is active, you will be informed when any enemy ship arrives in the system.

Because you can only control five probes at any time, you may find it necessary to destroy a probe that has outlived its usefulness. Select the probe you want to destroy by highlighting the appropriate number, then follow the screen instructions. You cannot destroy a probe that is in transit or in supply. It is possible to have five probes in supply and five probes in service. When an active probe is destroyed, a supply probe will replace it in the Probes Control Display. You can replace destroyed probes while docked at a starfort or during a rendezvous with a supply ship. To replace probes without docking, you can use the *Material Transfer* option of the *Teleporters* command (5.2.4).

4.6.4.5 Strategic Command [N]/[N]/[S] – This option takes you directly to the Regional Strategic Command Menu (10.0), eliminating the need to go back through the command hierarchy and access this menu from the Main Display.

4.6.5 War Map [N]/[W] or [Alt][W]

Executing the *War Map* command from the Navigation Menu brings up a display similar to the Navigational Star Map, but which provides information useful for military planning. The options available from the War Map are identical with those in the Navigational Star Map command line.

In the War Map, the symbols for all star systems under Krellan control are shown in Green, neutral or unclaimed systems in Blue, hostile (Alliance) systems in Red, contested systems (containing forces or planets owned by both sides) in Magenta, and those of unknown ownership in White.

The color of a star system represents the status of the system as of the most recent report you have received. Alliance forces are moving about the region just as you are, so that the occupation status of a planet or star system may change several times during your mission. For you to know a planet's current status and be sure that your information is correct, there must be a Krellan landing party or other forces on the planet or in orbit around it. A change in the status of a star system will not be indicated on the War Map unless you travel to the system or establish contact with Krellan forces in that system.

The symbols for Alliance starbases (when their locations are known) and Krellan starforts will appear on the War Map in place of star system symbols. Any star system where you have established a base will have a green block background behind its symbol. (For Krellan-controlled systems, the color of the symbol itself will change from green to black.)

If you have a probe working in a regional location where enemy (UGA) ship activity is detected, the War Map will show a "generic ship" symbol (see Figure 2) in that location, unless that location also contains a star system, starbase, or starfort. In that case the latter symbol will appear instead, and the symbol will be printed in black over a red background to indicate that Alliance ships have been detected there.

4.6.6 Helm [N]/[H]

Executing the *Helm* command from the Navigation Menu will give you access to five options that perform basic navigation functions.

4.6.6.1 Evasive [N] / [H] / [E] – Evasive maneuvering is an automatic navigation system, used primarily to escape fire from Alliance ships and starbases. When you select this option, your ship will execute a series of frequent and random course changes. If you have escorts attached to you in a set formation, their navigation systems are slaved to yours and they will match your course changes.

This option is a toggle; if you have switched on evasive maneuvering, selecting this option again will turn it off. When evasive maneuvering is on, "<ss>" will appear in the sideslip indicator of the Main Display (Figure 3) and the System Map Display (Figure 10). You can also toggle evasive maneuvers on and off by pressing [Alt][V].

4.6.6.2 Orbit [N] / [H] / [O] – To go into orbit around a planet or a star, you must first move your ship to within one point of that position. When you are in position, execute this option. Your ship will enter a standard high orbit. You will receive a message informing you of your orbital altitude (in kilometers) above the object's surface, and a short range scan of the planet will be performed if it has not been scanned before. The Tactical Display will be replaced by the Orbital Display (Figure 14).

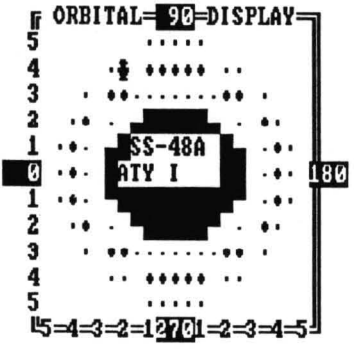


Figure 14. Orbital Display

The Orbital Display contains a representation of the planet or star, with its identification number and name, if known, in the center. Your ship (a battlecruiser symbol) and any other vessels orbiting the object will appear in this display. The three concentric rings of dots indicate the three possible types of orbits: high (greater than 20,000 km), medium (1000 to 20,000 km), and low (less than 1000 km). Your orbital position as indicated on the Main Display (2.0) shows your orbit type (0 = high, 1 = medium, 2 = low), and position in the orbit, where zero is at the bottom of the display and the position increases moving clockwise. There are 32, 28, and 24 positions respectively in the high, medium, and low orbits.

The lower your orbit, the faster your ship will move around the planet. You can increase or decrease your orbital altitude by pressing **[Shift][↑]** and **[Shift][↓]**. Pressing **[Alt][G]** allows you to toggle on or off the grid dots that describe the orbital paths. You cannot change your direction of travel around the planet or star.

You can toggle between the Orbital Display and Tactical Display by pressing **[Alt][O]**. While you are in orbit, the symbol of the planet or star will replace your ship symbol in both the Tactical Display and the System Map, and your position will be given in system coordinates.

If you intend to go into orbit around a planet or star immediately upon arriving at that targeted destination, you can avoid the need to use the *Orbit* option if you are in the Main Display when you arrive (see 4.4.3). To leave orbit, start your sublight engines and move away.

You can fire your phasers and torpedoes at any enemy ship that is in orbit around the same object and can also use your teleporters and tractor beam.

4.6.6.3 Dock **[N] / [H] / [D]** – To dock with a starfort or a captured Alliance starbase, you must first move your ship within one point of their position. After you are in position and have selected this option, you will receive a report indicating that the docking is completed.

When you dock with a starfort, your ship will be resupplied, all damaged systems will be repaired, your energy will be replenished, crew replacements obtained (if needed), and torpedoes and probes replaced. If you dock while enemy intruders are aboard your ship, the starfort will provide shock troops and security personnel to help you defeat or capture the intruders. The starfort's shields will protect your ship while you are docked, but if the starfort is destroyed, your ship will be destroyed as well.

While you are docked, the symbol of the starfort or starbase will replace your ship symbol on both the Tactical Display and the System Map.

If you intend to dock with a starfort or captured starbase immediately upon arriving at that targeted destination, you can avoid the need to use the *Dock* option if you are in the Main Display when you arrive. (See 4.4.4.)

To disengage from the object you are docked with, start your sublight engines.

4.6.6.4 Emergency Hyperspace Maneuver **[N] / [H] / [H]** – This option allows you to enter hyperspace without using your sublight engines to accelerate your ship to light speed. It is a desperate and dangerous maneuver, usually used when your sublight engines are inoperative and you need to evade the enemy quickly.

The hyperspace maneuver shunts 50 units of power directly to your hyperdrive engines, and is uncontrollable. Your ship is relocated at random within the current star system (not a different regional location) and there is a 10% chance that your ship will be destroyed due to catastrophic failure of your overloaded hyperdrive engines. Your ship will also be destroyed if it happens to emerge from hyperspace in the same location as another large object (star, planet, starfort, starbase, or ship).

A countdown sequence precedes the execution of this order. If you change your mind during the countdown, you can abort the option by pressing **[Alt][A]**.

4.6.6.5 Pursuit **[N] / [H] / [P]** – This option is used to chase enemy ships or follow other Krellan ships. After selecting this option, move the TDB in the Tactical Display to the ship you want to target and press **[ENTER]**.

Any targets previously entered into your Targeter are deleted when you begin pursuit. To cancel a pursuit, execute the order a second time (to toggle it off) or use the Targeter to set a navigation target. Pursuit will also be cancelled if you can no longer detect the ship being pursued, if you enter hyperspace, or if you go into orbit.

4.6.6.6 Targets **[N] / [H] / [T]** – General information about the *Targets* option is given in 4.3.

SECTION 5. ENGINEERING COMMANDS

By pressing **[E]** while in the Main Display, you enter the engineering section of the command hierarchy. From here, you have your choice of six commands and options: *Damage Control* **[D]**, *Teleporters* **[T]**, *Probes* **[P]**, *Tractor Beam* **[B]**, *Power Systems* **[S]**, and *Logistics* **[L]**. These choices are displayed on the command line of the Main Display and comprise the Engineering Menu, illustrated in Figure 15.

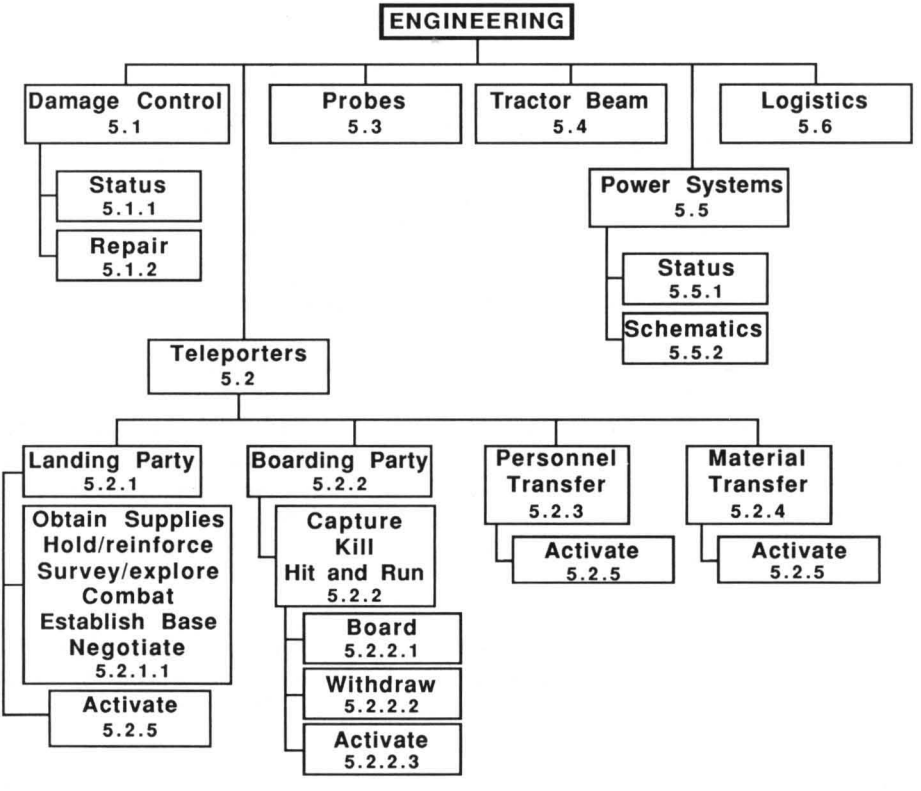


Figure 15. Engineering Command Menu

5.1 DAMAGE CONTROL [E]/[D]

Executing this command brings up two options on the Main Display command line, enabling you to view the condition of your ship's systems and to repair any damaged systems.

5.1.1 Status [E]/[D]/[S]

This option calls up the damage control status report (Figure 16). The systems shown here are the same ones listed in the systems status report of the Main Display (2.0). The operational capability (op.c) of each system is expressed as a percentage. The number of repair teams (r.t) assigned to the system is also displayed. The bottom line of the status report shows hull damage as a percentage and gives the number of unassigned repair teams available.

SYSTEM	op.c	r.t	SYSTEM	op.c	r.t
Main Comp	100	0	Torp Cntrl	100	0
SubLt Eng	100	0	Phsr Cntrl	100	0
Hyper Eng	100	0	Teleporter	100	0
Shrt R Sr	100	0	Communictn	100	0
Long R Sr	100	0	Trac Beam	100	0
Shld Ctrl	100	0	Primary LS	100	0
Hull Damage: 0 %			Avl.Repair Teams:10		

Figure 16. Damage Control Status Report

The color of the op.c of each system is related to its operational capability: Green for fully operational (above 75% op.c); Amber or Yellow for damaged but partially functional (25% through 75%); and Red for inoperative until repaired (less than 25%). The higher a system's operational capacity, the less likely it is to malfunction. It is possible for a fully operational system to malfunction if its operational capability is less than 100%.

5.1.2 Repair [E]/[D]/[R]

This option also calls up the damage control status report, and allows you to allocate repair teams to certain systems. Damaged systems are repaired using engineering repair teams to assist the systems technicians.

When a system is damaged, one repair team (if available) will be automatically assigned to work on it. You can send additional teams by using this option, up to the limit of the 10 teams available. After selecting this option, move the highlight box to the system you want to repair using the cursor keys. To increase or decrease the number of teams assigned to that system, press [+] (or **[Ins]**) or [–] (or **[Del]**). When you are finished making assignments, confirm your choices to put the teams to work by pressing **[ENTER]**.

The amount of time it takes to repair a damaged system is related to the operational status (Green, Amber, Red) and the number of repair teams assigned. Repairs will be made to a damaged system even if no repair teams are assigned to it, but much more slowly. If no systems are damaged, you will receive a message telling you that no repair teams are needed.

5.2 TELEPORTERS [E]/[T]

Teleporters allow you to send landing parties down to planets, board enemy vessels by transporting your shock troops into them, and transfer personnel or materials between your ship and planets, starforts, and other ships.

To send personnel or materials to a planet, you must be in orbit around that planet. To teleport materials or personnel between your ship and another vessel, you must be adjacent to the vessel or both be in orbit. You cannot teleport to a target that has its defensive shields raised (but your own shields may be up). Your ship will use one unit of power for each person teleported.

Each of the four options available under this command is explained below.

5.2.1 Landing Parties [E]/[T]/[L]

This option allows you to send a portion of your crew to a planet's surface (excluding class G planets), and calls up the Landing Party Mission Assignment Display (Figure 17).

Mission	Tms	RegCrw	ShkTrp
Obtain supplies	2	16	4
Hold/reinforce	0	0	0
Survey/explore	2	10	10
Combat	0	0	0
Establish base	3	18	12
Negotiate	0	0	0
Supply: 0/ 0d Total	7	44	26

Figure 17. Landing Party Mission Assignment Display

Before activating your teleporters to send down a landing party, you must choose one or more of the six missions that the teams in a landing party can perform. Move the highlight box to the mission desired and use [+] and [–] (or **[Ins]** and **[Del]**) to assign teams to, or subtract teams from, that mission. You can assign different teams within the landing party to different missions.

Each team is composed of 10 crewmen, a combination of regular crew members (RegCrw) and shock troops (ShkTrp). The combination differs for each type of mission, as explained in the mission descriptions below. The maximum number of crewmen available for landing parties is 275 regular crew and 150 shock troops (the number of personnel your ship has to begin with). The Total of all crewmen assigned to landing parties appears on the bottom line of the display.

You must teleport supplies with your landing party if the target planet has no natural supplies. To select an amount of supplies (Supply), move the highlight box to the bottom line of the display or press [S], then use [+] and [–] to increase or decrease the amount of supplies allocated. As you change the amount, the number next to the "d" will change to reflect the number of days that these supplies will last based on the size of the landing party to be teleported. If your landing party runs low on supplies later, you can replenish them by using the *Material Transfer* option (5.2.4).

When you have decided on your landing party (number of teams, missions, amount of supplies), press [ENTER] or [A] to activate the teleporters and send the personnel and materials to the surface of the planet.

If you want to recall all or part of a landing party, select this option while you are orbiting a planet where a party is located. You will see a message informing you of the number of personnel previously sent to the planet, and how many are still alive. The question "Beam landing party up?" will appear in the instruction area of the Main Display. Press [Y], and the Mission Assignment Display will list the teams on the planet and their missions. Then decrease the number (just as if you were assigning missions), until you have specified the number of teams you want to remain on the planet. If you want to return all teams to your ship, press [Shift][A]. Then activate the teleporters to return the excess personnel to your ship. If you select [N], you can add new teams to the landing party you previously teleported.

A landing party will send a message if it is attacked. Even primitive natives with a low technology level may, by sheer weight of numbers, cause some deaths, especially among regular crew. Your landing party will send a distress message if more than half of its members are killed. However, you will not be able to receive the message unless you are in the same star system, or the landing party has established a base, or there is a Krellan ship or base in the same star system that can relay the message to you.

5.2.1.1 Mission Descriptions – Each of the missions a landing party can undertake is described below. The numbers in parentheses represent the regular crew and shock troops that make up each 10-member team. You cannot change mission assignments while a team is on the planet surface.

Obtain supplies (8/2): The party will collect and process any available natural supplies (such as food and water), which will be teleported to your ship as it orbits. If you go into orbit around a planet with a supply team already on the surface, you will be asked if you want your ship to be supplied; press [Y] to start the process.

Hold/reinforce (2/8): This team will meet and reinforce any existing landing party, and will hold prisoners (if any) that have been taken. This mission is useful if your base or landing party has been attacked and needs additional personnel.

Survey/explore (5/5): The party will perform a surface survey of the planet to discover its ownership, any objects of value that may be present, and possible dangers. One team will take about 1.4 days to complete a planetary survey; assigning extra teams will reduce the time needed, down to a minimum of 0.5 days.

Combat (0/10): The team has orders to find and attack any natives, and may take prisoners (captives). A combat team can also be used to reinforce a landing party under attack.

Establish base (6/4): The party will erect a fortified military base, including a sensor platform, communications station, laser cannons, and a defensive shield. Bases are important because they expand your sensor capabilities, allowing you to keep track of Alliance ship movements even when your ship is in a different star system. Once a base is constructed, personnel will send you a message whenever any Alliance vessel enters or leaves the star system, but will not be able to identify the type of ship detected. Bases can also store energy and supplies to resupply your ship as needed. When operational, a base's offensive and defensive capabilities will help your landing party repel or resist attacks. Primitive natives (technology level less than five) cannot penetrate a base's defenses and will eventually break off the attack.

One team can establish a base in 1.1 days; extra teams reduce the time, down to a minimum of 0.4 days. A base cannot be established on a planet that is under UGA ownership, but you can build one on a planet that is contested (Krellan and UGA forces in conflict). When a base is established, you will receive a message to that effect, and the planet will be classified as under Krellan ownership if four conditions are met: 1) it is not being contested by the UGA; 2) it is uninhabited, or its natives are classified as technology level 0 or 1; 3) the landing party and base are not presently under attack; and 4) the planet has been surveyed or contact made with the natives.

If your landing party returns to the ship before completing construction of a base, then any remaining supplies they took with them will be returned. If a base is completed on an uninhabited planet that is not inside Krellan territory and you teleport your entire landing party back to the ship, then the planet is no longer considered Krellan (unless other Krellan forces are present on the planet), although the unmanned base remains there and may be reoccupied later. If your landing party leaves a completed base unmanned on a planet with hostile natives and a technology level of 6 or 7, the natives will destroy the base.

Negotiate (9/1): If your short range sensors show civilization on the planet surface, or if your survey crew encounters any natives, you may decide to negotiate for a treaty. Successful negotiation enables you to get a foothold on the planet (obtain supplies, establish a base, and so forth) without battling the natives first.

A treaty is possible if these four conditions are met: 1) a unified planetary government exists; 2) at least one negotiating team is on the planet; 3) the natives are not hostile to the Krellan Empire; and 4) you have not initiated an attack against them. It is also possible to negotiate with natives if they surrender to you after suffering heavy losses through bombardment (10.3.1) and there are no UGA forces present. If you violate a treaty, the natives on that planet will never again surrender or enter into another treaty with you.

5.2.1.2 Landing Parties from Other Ships - Landing parties that originated from other Krellan battlecruisers and supply ships will not show up on your Landing Party Mission Assignment Display, but you can teleport them up to your ship by using the *Personnel Transfer* option (5.2.3). Once they have been transferred to your ship, they become part of your crew. These "foreign" landing parties will not send messages to your ship.

5.2.2 Boarding Parties [E] / [T] / [B]

This option of the *Teleporters* command is used to send 10-member assault teams of shock troops to an enemy ship or starbase in an attempt to capture it. Capturing an enemy ship may yield slaves and booty for you (7.4.1.1). You can force the surrender of an enemy ship by either eliminating all the UGA space marines on board or capturing all the critical sections of the ship.

If you select this option when you are adjacent to more than one enemy ship, a Target Designator Box will appear and you will have to specify which ship you are attempting to board by moving the TDB over the ship using the cursor keys and pressing **[ENTER]**.

You cannot teleport partial teams, so the minimum number of troops needed to attempt boarding is ten. The UGA marines are split up into squads of five, but in combat, teams and squads can be reduced in size or temporarily combined.

Before you activate your teleporters to send the boarding party over, you must choose one of three missions for the group to perform:

Capture: Take as many captives as possible, but eliminate any resistance. Captives make good slaves, provide entertainment for your crew, and may divulge important information.

Kill: Slaughter all the Alliance weaklings on the ship; take no prisoners. This boosts your crew's morale and provides enjoyment for your shock troops.

Hit and Run: Knock out some of the enemy ship's critical systems as quickly as possible, then withdraw. This is useful if you think your boarding party is not strong enough to overpower the enemy force.

After you choose a mission, the Boarding Display will appear, as shown in Figure 18. (**NOTE:** If you do not have a graphics monitor, this display will not appear. You will receive messages from the boarding party, but have no direct control of the boarding or ensuing combat.)

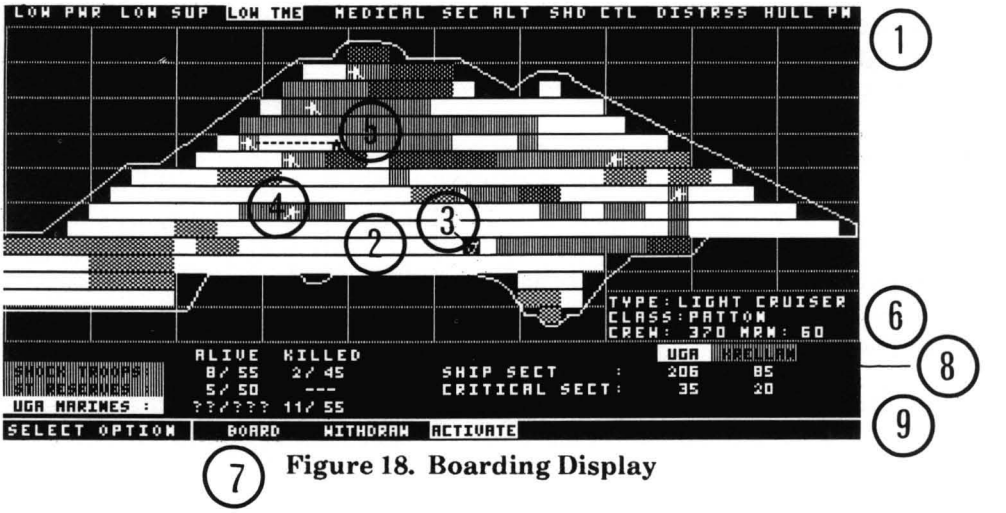


Figure 18. Boarding Display

The Boarding Display contains the following items:

1) **Caution and Warning Panel:** Same as on the Main Display, except that a light does not cycle through the indicators. When a warning is issued, the indicator will light up in red.

2) **Deck Plan:** A side-view deck plan of the enemy ship, placed over a grid. Only significant and accessible decks and sections are shown. Sections filled with crosshatching are critical systems related to control and operation of the ship. You cannot teleport personnel into these areas, which are separately shielded, but must occupy them by fighting for them. See the UGA ship profiles (15.5) for more information about the vessels you may attempt to board. Typically, critical areas and systems include the bridge, combat and weapons control centers, engine control room, central computer, and primary life support system. As the battle within the ship rages, colors within the sections of the deck plan will change according to ownership: Red for UGA, Green or Blue for Krellan.

3) **Teleport Icon:** Identifies the locations within the ship where you want your boarding party to materialize or dematerialize:

- Teleport to enemy ship.

- Teleport from enemy ship.

4) **Krellan Shock Troops:** This symbol represents a boarding party team (10 members at full strength).

5) Space Marines: This symbol represents a UGA space marine squad (5 members at full strength).

6) Ship Data Box: Shows the TYPE and CLASS of ship being boarded (see 15.5) and the probable maximum CREW and space marine (MRN) complements for this type of vessel. The actual number of personnel on board is probably less than the given figures (since the ship is probably not at full strength), but you won't know for certain unless you capture the vessel.

7) Troop Information Area: The ALIVE column shows the number of your shock troops that are in combat (SHOCK TROOPS), and the number of shock troops still in reserve on your ship (ST RESERVES). A "?" is displayed for the UGA MARINES, since you do not know how many there are. The KILLED column shows the number of casualties sustained by both sides (not including UGA regular crewmen, who may also fall in battle). In these entries, the format is "number of teams or squads/number of troops or marines".

8) Enemy Ship Information: Shows how much of the ship is controlled by each side, separated according to critical and non-critical sections. Each team/squad icon occupies one section.

9) Command Line: The three choices available at this step of the boarding operation are displayed here: *Board*, *Withdraw*, and *Activate*. (**NOTE:** The single keystroke commands in the following sections can only be executed from the Boarding Display, not the Main Menu.)

5.2.2.1 Board [B] – When you enter the *Boarding Parties* option, you will be in *Board* mode, in which you will select destinations for your boarding teams. Using the direction keys, move the flashing icon (target designator) to the section where you want to send a team, then press **[Space]** to commit the team to that location. A shock troop icon will appear under the target designator. You can put more than one team in a section by pressing **[Space]** as many times as desired. You *cannot* teleport into a critical section. Each time you allocate a team, the SHOCK TROOPS and ST RESERVES entries in the Troop Information Area will change to reflect the new totals. At this point you have only selected the destinations for the boarding teams. To start the actual assault, use the *Activate* option.

5.2.2.2 Withdraw [W] – Use this mode to withdraw teams or cancel team boarding assignments. Move the flashing icon to the section from which you want to remove a team and press **[Space]** once for each team you want to withdraw. (In actuality, they have not left yet; you are just changing your mind about where you sent or planned to send them.) You can reassign withdrawn teams to different sections by using *Board* again. You can withdraw all of your troops at once, calling off the boarding attempt, by exiting from the *Boarding Parties* option.

Withdraw can also be used to recall your boarding party after you have taken control of the ship. Your team(s) will return with any UGA crewmen or marines they have captured, but will not bring back passengers from a starliner. In such a case, you must use *Personnel Transfer* (5.2.3) to teleport the passengers to your ship. When you recall a victorious boarding party, you may leave a team of guards on the ship. (Also see 5.2.3 for what happens when a ship is captured.)

5.2.2.3 Activate Boarding Teleporters [A] – When you are satisifed with your boarding operation set up, use *Activate* to set the battle in motion. Your initial allocation of troops will teleport over and begin carrying out their orders (*Capture, Kill,* or *Hit and Run*). Combat is carried out automatically; you cannot control the fighting, but you can see how events are unfolding. Your troops are professionals and know their business. They will try to hunt down and kill the marines, and capture critical sections. *Board* and *Withdraw* are still available after the fight begins, so you can send over reinforcements or pull teams out of trouble.

Once they teleport over, your troops have a visual range of 5 sections in either direction on the same deck, so you will see UGA marines if any are spotted. However, you will not know where the marines are when you send your first wave of attackers over, and if any of your teams teleport into a section containing UGA marines, the shock troops will be destroyed before they can fire a shot (you will see a momentary explosion, then the troop icon will disappear). Teams/squads can see, but not shoot, past other teams/squads. The battle for the enemy ship will continue until resolved or you withdraw.

5.2.2.4 Boarding Party Strategy – Here are some tactical tips:

1. Try to concentrate your forces; put several teams together or in proximity to each other to increase their firepower. However, do not put all your teams in one or two sections, because if marines are already there, all your troops will be lost.
2. The UGA marines are dispersed throughout their ship to begin with, but generally keep the critical sections well-guarded. You risk beaming onto enemy marines if you try beaming directly next to a critical section. It may be better to start two or more sections away.
3. In warships with many marines, you might want to send just a few teams over to check that the way is clear, then follow up with the bulk of your force as reinforcements to the most promising sections already occupied.
4. The marines will rush to repulse any boarding attempts, so you might consider a feint with a small force to try and draw off the marines from your real target(s), then launch your main attack.

5.2.3 Personnel Transfer [E]/[T]/[P]

This option allows you to transfer personnel between your ship and another ship, a starfort, a captured starbase, or a planet. Your ship can carry up to 500 captives, plus double its normal complement of Krellan crew members and shock troops (550 and 300 respectively). However, carrying extra personnel uses supplies and lowers crew morale faster. When you dock with a starfort, all captives and any surplus personnel will be removed automatically. Imperial Fleet regulations are quite strict regarding the size of crews.

If your ship is adjacent to more than one possible target when you select this option, a Target Designator Box will appear so that you can identify the one you want. Then the Personnel Transfer Display will appear (Figure 19).

Krellan	OUR SHIP		TARGET	
shock troops	25	0	975	75
crewmen	123	0	1500	60
captives	0	0	0	0
Enemy				
marines	XXX	XXX	0	0
crewmen	XXX	XXX	0	0
passengers	XXX	XXX	0	0

Figure 19. Personnel Transfer Display

The left-hand column of the display shows the six types of personnel that can be transferred. The left-hand columns under OUR SHIP and TARGET show the current number of personnel of each type on board the vessel. The right-hand columns show the number of personnel to be transferred from that vessel to the other one. Position the highlight box in the right-hand column of OUR SHIP or the right-hand column of TARGET, on the line pertaining to the type of personnel you want to transfer. Then use [+] and [–] (or **[Ins]** and **[Del]**) to change the number in the box to the desired quantity. To start the transfer, activate teleporters by pressing **[ENTER]** or **[A]**.

You can only transfer personnel between your ship and a target when the target is Krellan or captured. You can use this option to add personnel to an existing landing party if you are in orbit about the planet. *Personnel Transfer* is the only way to bring passengers from a captured UGA starliner aboard your ship. Before you transfer enemy personnel, they are distinguished by type (marines, crewmen, passengers) in the TARGET columns, but when you transfer them, they all become captives.

You can also use this option to put a prize crew aboard a captured ship. A prize crew consists of at least 20 crewmen and 10 shock troops. They will attempt to repair the engines (if necessary) and then fly the ship to the nearest starfort.

5.2.4 Material Transfer [E]/[T]/[M]

This option is essentially the same as *Personnel Transfer* (5.2.3), except that it is used to teleport inanimate objects instead of people. You can replenish energy, torpedoes, supplies, sensor probes, and/or obliterator pods up to your ship's capacity to carry such materials (2.0). When you select this option, the Material Transfer Display will appear, which is similar to the Personnel Transfer Display (Figure 18).

You can perform a material transfer between your ship and another vessel (ship, starfort, starbase) only if it is Krellan or captured. You can perform a material transfer between your ship and a planet you are orbiting if at least one of these conditions is met: 1) the planet is Krellan; 2) a treaty has been established; 3) a base has been established; or 4) Krellan legions are present on the planet.

5.2.5 Activate Teleporters [E]/[T]/([L] or [P] or [M])/[A]

To activate your teleporters, press **[ENTER]** or **[A]** when this option shows on the command line for Landing Party, Personnel Transfer, or Material Transfer commands.

5.3 PROBES [E]/[P]

This option is similar to the *Probes* option in the Navigational Star Map and War Map (4.6.4.4). However, selecting *Probes* from the Engineering Menu allows you to view the Probes Control Display without having to call up a star map. You cannot launch probes using this option, but you can destroy them.

5.4 TRACTOR BEAM [E]/[B]

This option allows you to use your ship's tractor beam to pull another vessel adjacent to your ship and then tow it with you as your ship moves.

When you select this option, a Target Designator Box will appear on the Tactical Display. Select the ship you want to pull in using the TDB, then press **[ENTER]** to activate the tractor beam. Upon confirmation, your ship's defensive shield will be lowered, as you cannot use the beam with shields up, and your ship will be automatically turned, if necessary, since the beam only operates aft.

To place an Alliance vessel in tow, the ship must be captured or disabled (inoperative sublight engines or power down to less than 50 units). Once an enemy ship is secured in your tractor beam, it cannot fire at you, but you can fire phasers or torpedoes at it using manual mode (6.1.2.2 and 6.2.2.2). **WARNING**: A hostile enemy ship in tow can transport marines aboard your ship since your shields will be down.

The tractor beam will not work on an enemy ship that is not disabled, on any ship that has its engines on, or on any targeted ship if another object lies between it and your ship.

Your tractor beam can be useful for towing one of your crippled escorts to safety, or bringing it alongside to resupply it.

The tractor beam also works while you and your target are in orbit with the Orbital Display up (4.6.6.2). In this case your target must be next to your ship in the orbital tracks (either on the same or an adjacent orbit level). You may have to change your orbit level (4.6.6.2) to get close to your target. The strong gravitational field of the planet or star has an adverse affect on your tractor beam while your ship is in orbit, thus requiring the proximity of your target.

Using the beam increases your ship's power usage by 20 percent while you are drawing in the target ship. This power drain decreases to 5 percent when the target is in tow. To disengage the beam, select this option when you have a target in tow, and you will be asked if you want the beam switched off. You can also cut it off by raising your shields.

5.5 POWER SYSTEMS [E]/[R]

This command allows you to check the status of your ship' s power system by selecting one of two options.

5.5.1 Status [E]/[R]/[S]

This option brings up a report in the message area of the Main Display, telling you the number of energy units your ship has left.

5.5.2 Schematics [E]/[R]/[H]

This option displays a color schematic of your ship's propulsion and power systems.

5.6 LOGISTICS [E]/[L]

This option brings up a report on the status of your ship's supplies: the amount remaining (in units and in percentage of maximum capacity), the current rate of use in units per day, and the number of days remaining before your current amount of supplies will be depleted at the current usage rate. The report appears in the message area of the Main Display.

SECTION 6. WEAPONS CONTROL COMMANDS

Pressing [W] while in the Main Display enters the weapons control section of the command hierarchy. From here, you have a choice of three commands and options: *Phaser Control* [P], *Torpedo Control* [T], and *Obliterator Pods* [O]. These choices are displayed on the command line of the Main Display and comprise the Weapons Control Menu, illustrated in Figure 20.

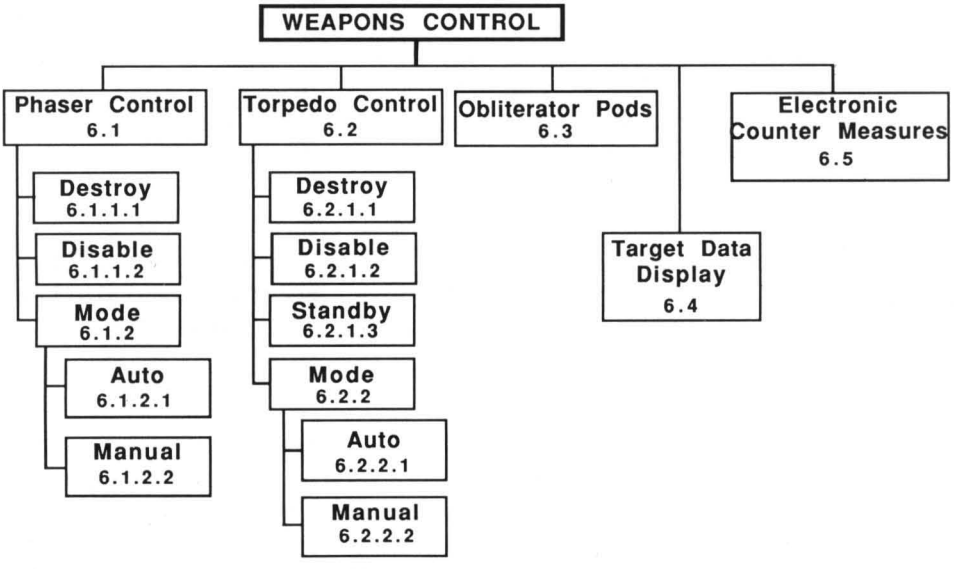


Figure 20. Weapons Control Command Menu

In addition to command descriptions, this section also includes information about the Target Data Display (6.4) and Electronic Counter Measures (6.5).

The commands in this menu allow you to set the targeting and firing modes for your weapons systems. The actual firing of phasers and torpedoes is done with control keys (3.1.5). You can only fire your weapons from the Main Display, with your ship in normal space and a target within range of the weapon you want to use.

When an Alliance vessel or starbase comes into range of your sensors, your Weapons Officer will issue a Red Alert with klaxon and will arm your weapons. Your sensors cannot detect an enemy ship docked at a starbase (although they will detect the starbase), and they cannot detect an enemy ship in orbit around a planet or star unless your ship is also in orbit around the same body.

6.1 PHASER CONTROL [W]/[P]

Phasers fire energy beams that are cyclically "phased" into an alternate set of space-time continuum planes (known as hyperspace) until the target location is reached. The energy is then phased back into our space-time reality plane, passing through the continuum plane where the target is located. Defensive energy shields are phased throughout a broad spectrum of planes, and will intercept and absorb the energy of the phaser beam until the energy sinks of the shield generators become overloaded. When this occurs, the shield collapses and the remaining phaser beam energy passes through to the target.

Phasers can only be fired at targets within your Tactical or Orbital Display. Your phaser bank will fire a 100-unit burst when fully operational. If it is damaged, the strength of the burst is equal to the operational capability of the system; if less than 25% operational, it will not function. A phaser burst does more damage to the target (or its shields) the closer you are to the target.

The current phaser target will be shown in reverse on the Tactical or Orbital Display. The weapons status indicator in the Main Display (2.0) will show when your phasers are ready to fire. After firing, your phaser bank will take time to re-energize, and cannot be used again until the "P" turns green.

6.1.1 Phaser Settings

When you execute *Phaser Control*, you will be informed of the current fire setting (*Destroy* or *Disable*) and mode (*Auto* or *Manual*). You will be prompted to select one of the two settings, or you can choose the *Mode* option.

6.1.1.1 Destroy [W] / [P] / [D] – When you select the *Destroy* fire setting, your energized phasers will fire each time you press **[Shift][F9]** until the target is destroyed or moves out of range.

6.1.1.2 Disable [W] / [P] / [B] – When you select the *Disable* fire setting, you will only be able to fire your phasers at the target until it is disabled or moves out of range. The energy allocated to the phaser will be automatically calculated so that the target is not quite destroyed.

6.1.2 Phaser Targeting Mode [W] / [P] / [M]

This command determines how a target is selected, either by your ship's computers (*Auto*) or by you (*Manual*). However, actual firing is still up to you.

6.1.2.1 Auto [W] / [P] / [M] / [A] – In *Auto* mode, your weapons control computer will automatically identify and prioritize all possible targets, then lock your phasers onto the target it determines to be most threatening. All enemy vessels within 20 points of your ship are tracked by the computer, but any vessel actually targeted for phaser attack must appear in your Tactical Display (within the 5-point range of your phasers).

6.1.2.2 Manual [W] / [P] / [M] / [M] – In *Manual* mode, a Target Designator Box will appear over your ship in the Tactical Display. Move the TDB to the object you want to fire your phasers at, and press **[ENTER]** to lock onto that target.

6.2 TORPEDO CONTROL [W] / [T]

Torpedoes are self-propelled missiles with cobalt matter transmutation warheads and a range of 10 points. Each torpedo has a homing device, so that it will track a moving target. However, there is a chance that the enemy will use evasive maneuvers or electronic counter measures, causing a torpedo to miss. Your ship has two torpedo tubes, and you must choose fire setting and mode separately for each one. This allows you to fire at a different target with each tube. If the operational capability of your torpedo system is 75% or higher, both tubes will function; at 25% to 75%, only one tube can be used; and at less than 25%, both tubes are nonfunctional, as reflected by the torpedo status lights. Unlike phasers, the damage done by a torpedo hit is not affected by the distance from the target; a strike from maximum range is just as effective as a strike against a target adjacent to your ship.

The selected targets (if any) will be shown on the LRS Display if farther than 5 points away, and will be shown in reverse on the Tactical or Orbital Display if within range of the Tactical Display. When both torpedo tubes are loaded and ready to fire, the "T T" symbols in the weapon status indicators will be green (tube #1 on the left, tube #2 on the right). After a torpedo is fired, the corresponding status light turns red as that tube is reloaded, and the weapon cannot be used again until it is ready.

In general, the *Torpedo Control* options work the same as in *Phaser Control*, with differences noted below.

6.2.1 Torpedo Settings

After selecting torpedoes and receiving the current torpedo settings, you will be prompted to select a new setting or mode for tube #1, then tube #2 (the instruction area will indicate which). If you want to change tube #2, but not tube #1, you must respecify the current settings for tube #1.

6.2.1.1 Destroy [W] / [T] / [D] – This option is the same as for phasers (6.1.1.1).

6.2.1.2 Disable [W] / [T] / [B] – The torpedo will be targeted to hit the target's engines in an attempt to disable it.

6.2.1.3 Standby [W] / [T] / [S] – This fire setting allows you to de-activate one torpedo tube. It is most often used when you are running low on torpedoes, or do not need to use both torpedoes on the target.

6.2.2 Torpedo Targeting Mode [W]/[T]/[M]

As with phasers, you can select *Auto* or *Manual* mode.

6.2.2.1 Auto [W]/[T]/[M]/[A] – In *Auto* mode, your weapons computer will select the most threatening enemy vessel that has not already been targeted by your phasers or other torpedo tube. If all eligible targets have been targeted, then the torpedo tube being assigned will lock onto the highest priority target. Your weapons computer will not automatically fire both torpedo tubes at the same target unless there is only one target within range.

6.2.2.2 Manual [W]/[T]/[M]/[M] – This option is the same for each torpedo tube as for phasers (6.1.2.2).

6.3 OBLITERATOR PODS [W]/[O]

These weapons is a matter-disruption bombs whose purpose is to destroy an entire planet (also known as "planet-buster" bombs). They are very unstable and only effective in a strong gravitational field. Obliterator pods can be used as an offensive weapon to wipe out a planet where your ground forces have met very stiff resistance, or as a way of demonstrating Krellan superiority to other planets in a star system.

To detonate a pod, you must be in orbit around the target planet, and the planet must not have its planetary shields raised. Individual city shields do not matter. One pod will cause 50% damage to a planet; thus, unless a planet already has more than 50% damage, two pods will be needed to destroy it. A planet destroyed by a pod is annihilated (nothing left but scattered debris) and thereafter will not show up on any display.

Do not use obliterator pods recklessly. Remember, it is best not to destroy planets that could be of value to the Empire.

6.4 TARGET DATA DISPLAY [Alt][D]

When Alliance vessels or starbases come within 20 points of your ship (LRS range), the Ship's Data Display will be replaced by the Target Data Display (Figure 21), which contains the following information:

Torpedoes remaining in your supply, shown in the upper right.

R. Pos, the relative position of a target to your ship, in standard x,y format. If the x coordinate is negative, the target is to your left; if positive, to your right. If the y coordinate is negative, the target is behind you; if positive, in front of you. If in the Orbital Display, R. Pos shows the orbital position of the target.

Hdng, the course along which the target is traveling, *not* the course you would need to set in order to intercept it (blank if the target is an Alliance starbase).

Vel, the current velocity of the target (blank if a starbase).

Wpn, which weapons have been locked onto each target ("T" - Torpedoes, "P" - Phasers). The color of the letter indicates the fire setting of that weapon: Red for *Destroy*, Yellow for *Disable*, or Blue for *Standby* (torpedo tubes only). The background color indicates the mode: White for *Manual*, Black for *Auto*.

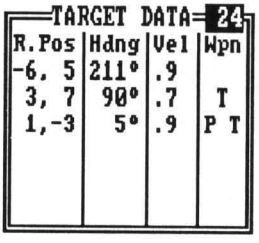


Figure 21. Target Data Display

Regardless of your tactical situation, the Target Data Display will be replaced by the Ship's Data Display when you dock with a starfort, so that you can monitor the resupply of your ship. You can toggle between the two displays at any time by pressing **[Alt][D]**.

6.5 ELECTRONIC COUNTER MEASURES [Alt][E]

While moving within normal space, you can use *Electronic Counter Measures* (ECM) to help avoid hits from enemy torpedoes and phasers. While ECM is activated, enemy weapons will be unable to lock onto your position, and your weapons computer will not be able to lock onto any enemy target. Pressing **[Alt][E]** toggles ECM on and off.

The range of your ECM field is 3 points. When ECM is active, your sensors are inoperative, and you are reduced to a visual scan distance (3 points) in the Tactical Display. All torpedoes within the range of the ECM field will lose their homing ability, but will continue on a straight path along the heading they were on when they encountered ECM. If ECM is turned off later, each torpedo will again home in on its target if it can achieve lock-on.

SECTION 7. COMPUTER CONTROL COMMANDS

Press [C] while in the Main Display to enter the computer control section of the command hierarchy. From here, you have a choice of four commands and options: *Combat Status* [C], *Self-Destruct* [D], *Information* [I], and *Special Services* [S]. These are displayed on the command line of the Main Display and comprise the Computer Control Menu, illustrated in Figure 22.

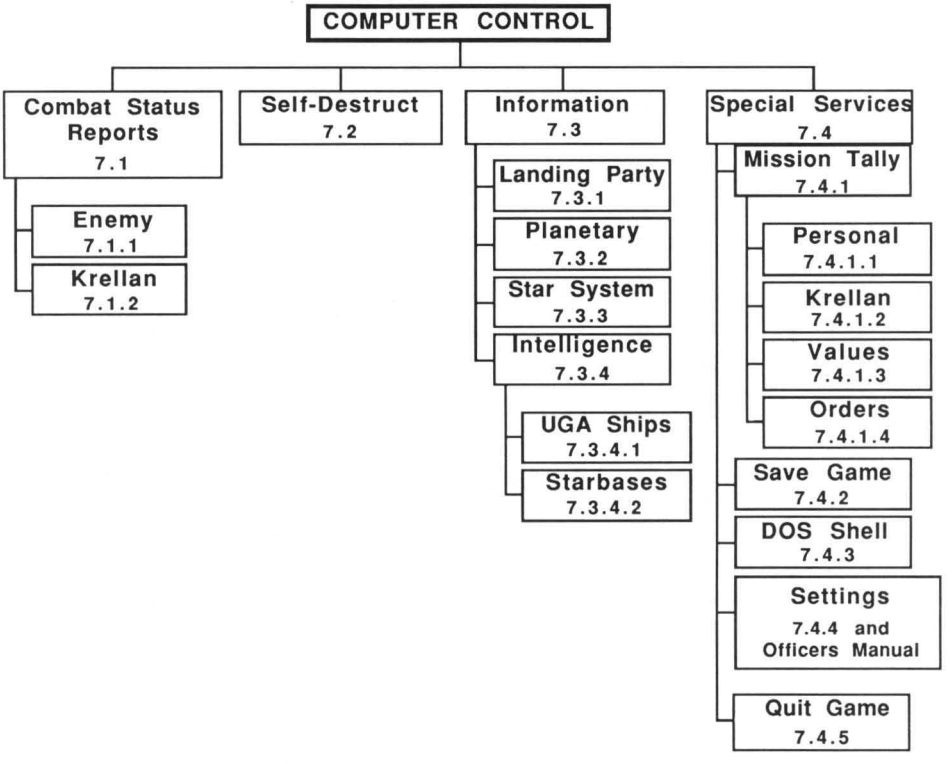


Figure 22. Computer Control Command Menu

7.1 COMBAT STATUS [C]/[C]

This command allows you to view information that your ship's computer has amassed about the forces in your current regional location.

7.1.1 Enemy [C]/[C]/([E])

This option is automatically activated when you execute the *Combat Status* command, and the Enemy Combat Status Report is displayed.

This display contains the most recently reported information about Alliance ships and starbases. Not all facts about an object will be available or current if it is outside the range of your sensors. Information will be updated for all enemy vessels that have been detected by your sensors or by the sensors of a starfort or another Krellan ship in the regional location. The most complete information will be given for objects within range of your Tactical Display. The following information appears in the status report:

OBJECT, the identity of the enemy starbase or ship. A starbase can be identified by a long range scan, but a ship must be within range of your Tactical Display before you will know what type it is.

REL. POS, the latest known position of the object, relative to your ship's position. A negative x coordinate signifies a location to the left of your ship; a negative y coordinate refers to a location behind your ship.

BNG, the bearing from your ship to the object – the course you would have to set in order to intercept the object at its present position.

VEL and **HDG**, the latest known velocity and heading of the object.

L and **T**, LRS Display and Tactical Display indicators. An "x" in either column indicates that the object is within range of that display.

POWER, the latest estimate of the object's total power, with a number representing units of energy and a percentage indicating how much of its maximum energy the object has remaining.

AX.E and **MN.E**, indicators of the latest known status of the object's auxiliary (sublight) and main (hyperdrive) engines, either "ok" or "down".

DAM, the object's latest known damage level, either "zip" (none), "lgt" (light), "med" (medium) or "hvy" (heavy).

S, shield status indicator for the object, either " ↑ " (up) or " ↓ " (down).

STATUS, one of three conditions: "Hostile", "Disabled", or "Captured".

7.1.2 Krellan [C]/[C]/([E])/[K]

If you select this option while the Enemy Combat Status Report is displayed, you will see a screen of information about starforts and other Krellan ships in your regional location. The Krellan Combat Status Report shows the following information about every vessel, including ships docked at a starfort:

NAME, the unique name of each Krellan ship. Starforts do not have names.

TYP, ship type, either "dst" (destroyer), "sup" (supply transport), "trp" (troop transport) or "bcr" (battlecruiser).

ID #, the ship or starfort identification number, where "E-" designates one of your escorts, "S-" any other Krellan ship, and "SF-" a starfort.

REL.POS, described in 7.1.1. An entry of 0,0 indicates that your ship and another one are in the same system location, which occurs when you are both docked at the same starfort or both orbiting the same planet.

CRS and **VEL**, the ship's current course and velocity.

POWER, current total power in units.

SPPLY, current supplies in units, unlimited ("unl") for starforts.

S and **H**, the status of the ship's sublight and hyperdrive engines: "↑" for operational, "↓" for inoperative.

D, the ship's current number of damaged (inoperative) systems.

P, the status of the ship's phaser banks (only applicable to battlecruisers and starforts): "↑" for operational, "↓" for inoperative.

TRP, how many torpedoes are currently in the ship's supply. An arrow indicates the status of the ship's torpedo control system ("↑" - operational, "↓" - inoperative). No arrow is shown for transport ships, which do not have torpedo tubes. For all practical purposes, a starfort has an unlimited number of torpedoes, and shows "∞" on this display.

CREW, the number of regular crew members aboard.

S. TP, the number of shock troops aboard (not including legionary troops).

STATUS, one of four conditions: "Normal", "Docked", "Orbit", or "Disabled".

7.2 SELF-DESTRUCT [C]/[D]

Having your ship captured by the enemy is a fate worse than death; hence, the *Self-Destruct* option is provided for you to avoid that shameful and dishonorable event by blowing up your battlecruiser. REMEMBER: You must NOT allow yourself or your ship to be captured by the enemy!!

When you select this option, you will be asked to confirm your intentions; press **[Y]** to proceed or **[N]** to cancel. If you answered Yes, you will be asked if you want to abandon ship before the detonation; press **[Y]** to allow yourself and a limited number of crew members to escape in life pods, or **[N]** to die in glorious battle and rise as a servant of Zagar, the God of War.

After you answer the second question, a 10-second countdown will begin. You have that much time to change your mind, and to cancel the *Self-Destruct* order by pressing **[Alt][S]**.

7.3 INFORMATION [C]/[I]

Each of the five options under this command gives you facts about a certain aspect of your current situation.

7.3.1 Landing Party Information [C] / [I] / [L]

Selecting this option calls up the Landing Party Information Display. Character symbols with special meanings in this display include "x" for yes, "–" for no, "c" for a mission that has been completed, and "?" for an unknown fact or quantity. The display contains the following information:

LP, the number assigned to the landing party.

Planet, the ID number of the planet on which the party is located.

Bs, indicates whether or not a base has been established.

Crw and **STr**, the number of regular crew members and shock troops in the party.

Dead, the number of landing party personnel who have been killed.

Captv, the number of captives that are with the landing party.

Sup/Day, the amount of supplies the landing party has, and how many days those supplies will last at the current rate of consumption.

Sup, the number of teams assigned to a supply mission.

H/R, the number of teams assigned to a hold/reinforce mission.

Srv, the number of teams assigned to a survey/explore mission.

Cmb, the number of teams assigned to a combat mission.

EBs, the number of teams assigned to establish a base.

Neg, the number of teams assigned to negotiate with the natives.

OBB, indicates whether or not a team has been sent down to start Operation Big Brother (10.3.3).

Status of the landing party, either "BATTLE" (under attack), "CRITCL" (in immediate need of reinforcements or supplies) or "NORMAL" (all is well).

7.3.2 Planetary Information [C] / [I] / [P]

Selecting this option calls up the Planetary Information Display, containing data on every planet in the region that has been scanned. To view the Planetary Map Display (4.6.2.3) of any planet in the list, use the cursor keys to highlight the planet and press **[ENTER]**.

Character symbols with special meanings in this display include "x" for yes, "–" for no, and "?" for an unknown fact or quantity. The display contains the following facts:

ID#, the planet identification number.

Name of the planet, if known.

Cls, the planet class (15.1).

Inh, the predominant type of intelligent natives, if any (4.6.1).

Tch, the technology level of the inhabitants (15.1).

Mnrl, the relative quantity of valuable mineral resources on the planet.

Sup, indicating whether or not supplies are available.

Rad, whether or not dangerous radiation is present.

LP, whether or not a Krellan landing party is on the surface.

BS, whether or not a Krellan base has been established on the planet.

Lgn, the number of Krellan legions on the planet.

Tre, whether or not a treaty has been established with the inhabitants.

Hos, whether or not the planet's natives are hostile. ("–" - uninhabited). A Krellan-occupied planet can still be hostile; the natives may not like you!

UGA, whether or not UGA forces are present on the planet.

Status, the planet's ownership, either "Krellan", "Neutral", "Alliance", "Contested", or "Unknown".

7.3.3 Star System Information [C] / [I] / [S]

Selecting this option calls up the Star System Information Display. This screen contains much of the information also provided by the Navigational Star Map (4.6.3), but here it is in the form of text instead of graphic symbols. The display contains the following facts:

SS, the star system number.

Rx and **Ry**, the regional coordinates of the system.

Cls, the star's class (15.1).

Plt, the number of planets in the star system. Until a system is scanned by a Krellan ship or probe, a "?" will indicate unknown information.

7.3.4 Intelligence [C] / [I] / [I]

This command allows you to call up military intelligence information on enemy ships and starbases, using one of two options.

7.3.4.1 UGA Ships [C] / [I] / [I] / [U] – This option lists the number of each type of UGA ship currently known to be in the region, plus the number of each type that you have destroyed and captured.

7.3.4.2 Starbases [C]/[I]/[I]/[S] – This option reports on the current status of all known Alliance starbases: the number of the star system where a starbase is located; the base's regional and system coordinates; and its status, either "Hostile", "Destroyed", or "Captured". Until a Krellan ship locates a starbase, this display will be blank.

7.4 SPECIAL SERVICES [C]/[S]

This command allows you access to information and operations related to your mission or enabling you to communicate with your computer system.

7.4.1 Mission Tally [C]/[S]/[M]

This command calls up the Mission Tally Display, which is initially blank. Selecting one of the options below will fill the screen with the relevant data.

7.4.1.1 Personal [C] / [S] / [M] / [P] – This option shows your current performance as a ship captain and commander during your current mission.

Your success is measured in slaves and in wealth. You are awarded 1 slave for every 10 captives you deliver to a starfort, and 100 slaves for every inhabited planet you conquer. Wealth is expressed in *Krels*, the basic unit of Krellan currency, which are awarded for successful performance of tasks related to your mission, and deducted for mistakes or failures.

You can earn Krels directly in the form of *booty*. UGA freighters may carry valuable cargo, which becomes booty when the ship is captured. If the captured ship is delivered to a starfort, either in tow (5.4) or as a prize ship (5.2.3), the value of the booty is assessed, and you are given one tenth its value as your reward.

The rewards and penalties for actions performed by an escort under your direct command are also recorded in your personal mission tally. If you release an escort, its subsequent performance will be recorded in the Krellan Mission Tally (7.4.1.2).

The left side of the display shows a list of objects that can be destroyed, captured, or delivered to a starfort; the number of each type that has suffered that fate; and the number of Krels you earned for those accomplishments.

"CAPT" shows the number of ships and personnel you have captured but not delivered. "DELV" shows the number of ships or personnel delivered to a starfort. Starbases and planets will not be included in this total.

On the right is a list of mission events, the number of times each event has occurred, and the number of Krels you have earned or forfeited as a result.

7.4.1.2 Krellan [C] / [S] / [M] / [K] – This display is identical to your Personal Mission Tally Display, except that the values are for all other Krellan ships in the region, excluding your battle fleet. This tally is for information only; the success or failure of your mission is not directly related to the performance of any other Krellan ships (except for escorts that you are commanding).

7.4.1.3 Values [C] / [S] / [M] / [V] – This is also identical to the personal display, except that it shows the number of Krels awarded or deducted for each object eliminated or each event completed, based on your mission orders.

7.4.1.4 Orders [C] / [S] / [M] / [O] – Selecting this option brings up a display of the orders you received at the start of your mission. It also shows how well you are doing in accomplishing your objectives.

7.4.2 Save Game [C] / [S] / [S]

This option allows you to save a mission in progress. You will be prompted for a file name; type in any valid name (plus drive and directory paths, if applicable), then press **[ENTER]**. It is recommended that you use a blank formatted diskette, or create a new hard disk subdirectory, for the saved file. If you need to format a diskette or make a directory, you can use the DOS Shell option (7.4.3). In addition to the file you specify, the planet data files for the mission in progress and your personal configuration file will also be transferred to the specified diskette or subdirectory. After saving the game, you will be returned to your mission.

7.4.3 DOS Shell [C] / [S] / [D]

Selecting this option takes you into your computer's Disk Operating System, enabling you to manipulate files just as if you did not have a program in memory. To exit from this option, enter "QUIT" at the DOS prompt. If you are using diskettes and an external drive system, you may have to insert your DOS disk into the default or current drive in order to use this option.

7.4.4 Game Settings [C] / [S] / [T]

Selecting this option allows you to change the program's default settings, such as engine sound (see the Settings section of the *Officer's Manual, Volume 2*).

7.4.5 Quit Game [C] / [S] / [Q]

This option allows you to stop your current mission without saving it and returns you to the Sign-On Options Menu. You will be asked to confirm that you want to quit; press **[Y]** to stop the game or **[N]** to keep playing. A mission that is stopped will not become part of your service record.

SECTION 8. SECURITY CONTROL COMMANDS

Press [S] while in the Main Display to enter the security control section of the command hierarchy. From here, you have a choice of three commands and options: *Security Status* [S], *Internal Defense* [D], and *Interrogation* [I]. These choices are displayed on the command line of the Main Display and comprise the Security Control Menu, illustrated in Figure 23.

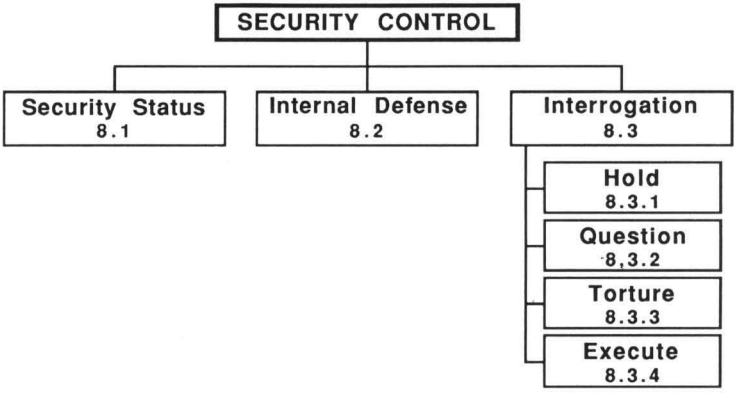


Figure 23. Security Control Command Menu

8.1 SECURITY STATUS [S]/[S]

Selecting this option brings up a display showing the number of live captives on board your ship, their current general health (good, fair, or poor), and the number of captives that have died since being taken on board.

8.2 INTERNAL DEFENSE [S]/[D]

An Alliance ship adjacent to yours can transport space marines aboard your ship if your shields are down. This is most likely to occur when you are towing a disabled but hostile enemy ship. Selecting this option allows you to defend your ship from enemy boarders. The process is similar to the way you send a boarding party to attack an enemy ship (5.2.2). The Internal Defense Display (similar to Figure 18) appears on your screen. (**NOTE:** If you do not have a graphics monitor, this display will not appear, and you will not be able to choose this option; your internal defense will be conducted automatically whenever UGA space marines attempt to board.)

The display shows a profile of your battlecruiser. Initially, all of your shock troops will be in one section near the center of your ship. Move the cursor icon to that location ([**Shift**][**F5**] will move the cursor directly there) and press [**Space**] to pick up a shock troop team. Then use the direction keys to move that team to the section where you want to station it, and press [**Space**]. (Unlike the procedure for a boarding party, you can locate defenders inside critical sections.) Repeat this process for as many teams as you want to put on defense.

When your deployment is complete, press [**ENTER**] to confirm your selections. You cannot control the movement of your troops after enemy marines have boarded your ship (tactical decisions are made automatically), but you can set or move your shock troops at any time before the enemy has boarded. To view the progress of the battle, continue to watch this display, or reselect this option after you have executed a different command.

8.3 INTERROGATION [S]/[I]

This command allows you to try to gain important information from captives. The chance that a prisoner will talk is related to the method of interrogation used, and to the captive's resistance factor. In general, UGA space marines have a high resistance factor (least likely to talk), regular crew members have a medium resistance factor, and civilians (captured passengers from a starliner) have low resistance. There are four interrogation options:

8.3.1 Hold [S]/[I]/[H]

This option gives your prisoners a chance to recover from injuries and improve their health if they have been wounded or tortured. This will ensure that as many captives as possible will live to become slaves. However, while prisoners are simply being held in their cells, they will not talk.

8.3.2 Question [S]/[I]/[Q]

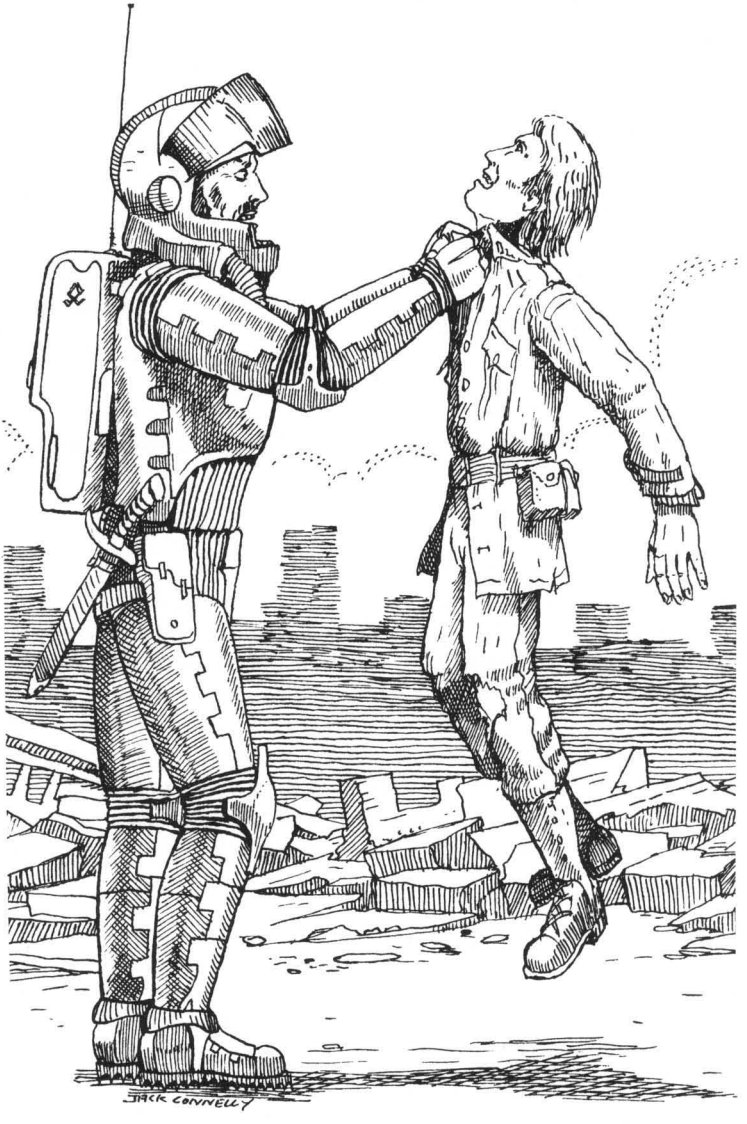
This is the lowest level of interrogation; you do not either harm or help the health of captives by merely questioning them. Few prisoners talk under questioning.

8.3.3 Torture [S]/[I]/[T]

Torturing captives is the method most likely to elicit information, but harms and may even kill them. However, since humans are a puny and weak species, there is a good chance that some will talk shortly after you begin torturing them.

8.3.4 Execute [S]/[I]/[E]

Executing prisoners as a means of getting information has varying results. Captives with a low resistance factor (e.g., starliner passengers) will be more inclined to talk after some of them are killed, but those with a high resistance factor (e.g., space marines) will become even more uncooperative. If the overall resistance factor of your captives is high and some of them have died (either by natural causes or execution), then the resistance factor of the survivors is doubled. If their overall resistance is low and some of them have died, then their resistance factor will be halved if you start executing them.



SECTION 9. COMMUNICATIONS COMMANDS

By pressing **[M]** while in the Main Display, you enter the communications control section of the command hierarchy. From here, you have a choice of three commands and options: *Reports* **[R]**, *Messages* **[M]**, and *Send Message* **[S]**. These choices are displayed on the command line of the Main Display and comprise the Communications Control Menu, illustrated in Figure 24.

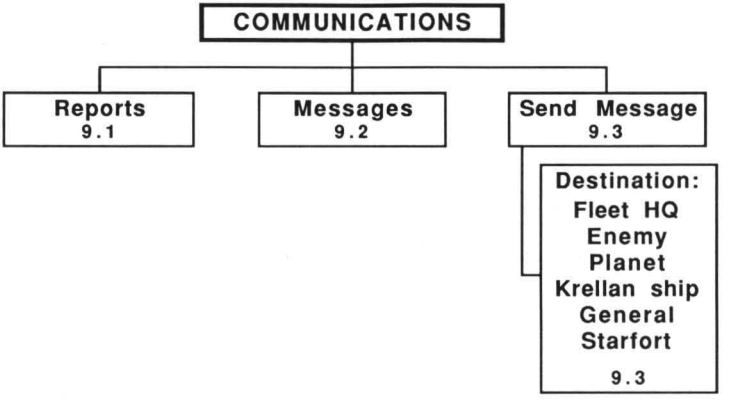


Figure 24. Communications Control Command Menu

9.1 REPORTS [M]/[R]

This option opens a Reports Display window, which allows you to review the most recent reports you have received from any of your ship's officers or console operators. When the reports window is filled and new reports become available, they will be inserted at the bottom of the screen, and the oldest reports will be scrolled off the top. In the heat of battle, you may need to freeze the simulation and use this option to view the reports that moved by too fast for you to read. Along with each report is a number indicating the mission elapsed time (in days) when the report was received. To remove the Reports Display and continue with your mission, press any key.

9.2 MESSAGES [M]/[M]

Selecting this option brings up a window that is similar to the Reports Display, but which contains communications received from sources outside your ship. You can receive messages from your landing parties, starforts, your escorts, Alliance ships, or any Krellan vessel.

9.3 SEND MESSAGE [M]/[S]

This command allows you to transmit communications to one of several destinations. The Send Message Window will appear across the bottom of the display (Figure 25).

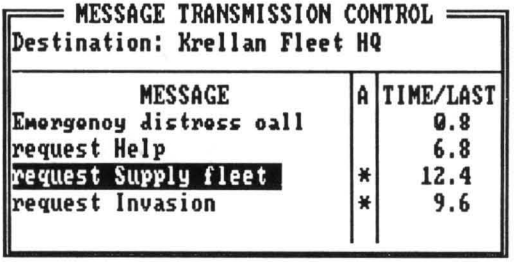


Figure 25. Send Message Window

First, you must select a destination; a list of messages you can send to that destination will then be displayed. Move the highlight box to select the message you want to send, or press the appropriate key. After you make your selection, the command line will show *Send* and *Cancel*. Press [S] or [C] as desired. When you send a message, you will not see the actual text of the communication, but you will receive an acknowledgment or reply (if appropriate).

An "*" in the A column of the display indicates an active message – a request that has been sent but not yet fulfilled or acted on. To cancel an active message, select that message and press [C]; the asterisk will disappear. The TIME/LAST column shows when the corresponding message was last sent.

The six possible destinations for messages are:

9.3.1 Fleet HQ [M]/[S]/[F]

The messages you can send to Imperial Krellan Fleet Headquarters are *Emergency Distress Call* [E], *Request Help* [H], *Request Supply Fleet* [S], and *Request Invasion* [I].

9.3.2 Enemy [M]/[S]/[E]

You can send a message to an enemy ship or starbase that appears on your Tactical Display or Orbital Display. When you select this destination, a Target Designator Box will appear, and you must choose which target will receive the message. The messages you can send to an enemy ship or starbase are *Demand Surrender* [D] and *Offer to Surrender* [O].

9.3.3 Planet [M]/[S]/[P]

You must be in orbit around a planet in order to communicate with it. The messages you can send to a planet are *Establish Contact* **[E]**, *Demand Surrender* **[D]**, *Request Treaty* **[T]**, and *Request Supplies* **[S]**.

9.3.4 Krellan Ship [M]/[S]/[K]

When you select this destination, a display of all Krellan ships in the region will appear. Move the highlight box to designate the ship you want to communicate with. The messages you can send to another Krellan ship are *Request Help* **[H]**, *Request Tow* **[T]**, and *Request Rendezvous* **[R]**.

9.3.5 General [M]/[S]/[G]

Selecting this destination will send a message to all Krellan-occupied areas in the region – ships, planets, starforts, and bases. The messages you can send to general destinations are *Emergency Distress Call* **[E]** and *Request Help* **[H]**.

9.3.6 Starfort [M]/[S]/[S]

When you select this destination, you can send a message to the starfort located within your current regional location. The only message allowed is *Request Tow* **[T]**. If you are within 10 points of the starbase, its tractor beam will be effective; if you are farther away, the starfort may or may not be able to send a ship out to give you a tow.

9.3.7 Message Descriptions

All of the valid messages are described below.

Demand Surrender [D]: Asks a planet, enemy ship, or starbase to surrender to your ship.

Emergency Distress Call [E]: A top priority call for help; should be sent only as a last resort.

Establish Contact [E]: If you do not know anything about the natives of a planet you are orbiting, you may be able to contact them by sending this message before you survey the planet with a landing party. Their technology level must be high enough to at least have radio (technology level 4).

Offer to Surrender [O]: Asking for an enemy ship or starbase to accept the surrender of your ship. The Alliance will usually only believe your offer if your ship is badly damaged, but if so, will probably stop shooting long enough for you to blast them to space dust.

Request Help [H]: A call for reinforcements, not a distress call.

Request Invasion [I]: Asks for the planet you are orbiting to be the target of an invasion. If Krellan Fleet Headquarters grants your request, an invasion fleet will be dispatched to the planet. This message can only be sent if you are in orbit around the planet you want to have invaded.

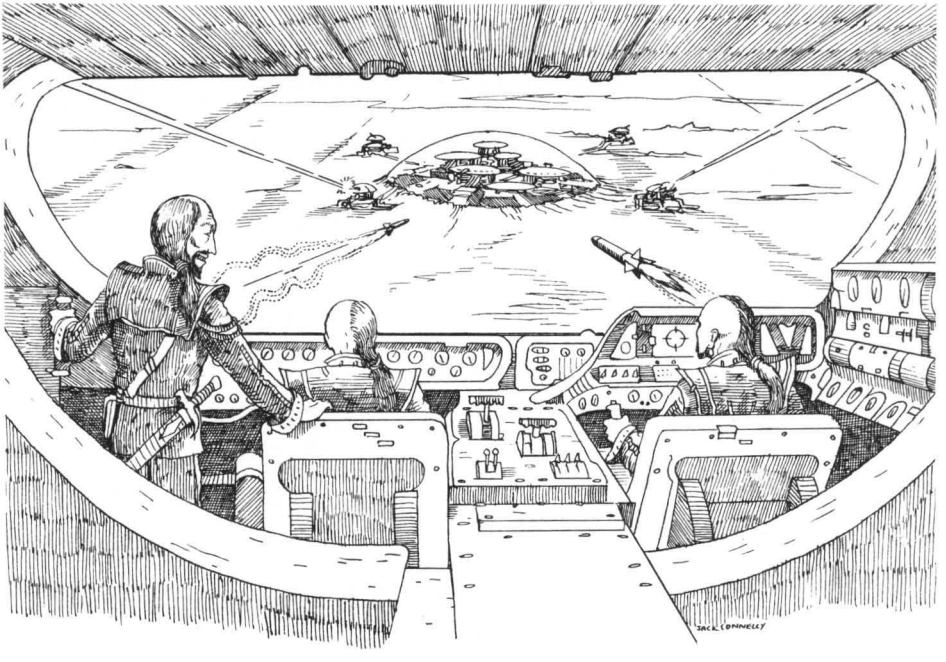
Request Rendezvous [R]: Asks a ship to move adjacent to you so that you can perform a material or personnel transfer.

Request Supplies [S]: Asks the natives of a planet to provide you with supplies, avoiding the need to send a landing party to the surface to gather supplies. If the planet has no supplies, the message will not be sent.

Request Supply Fleet [S]: Asks for a supply transport to be sent to rendezvous with you.

Request Tow [T]: Asks for your vessel to be taken in tow by the tractor beam of a starfort or another Krellan ship and towed to the nearest starfort.

Request Treaty [T]: Asks for the establishment of a treaty between the planet's government and the Krellan Empire. If the planet is Krellan-owned or if a treaty already exists, the message will not be sent.



SECTION 10. STRATEGIC COMMANDS

Press [G] while in the Main Display to enter the strategic command section of the command hierarchy. From here, you have a choice of five commands: *Regional* [R], *System* [S], *Planetary* [P], *Escorts* [E], and *Invasions* [I]. These choices are displayed on the command line of the main display and comprise the Strategic Command Menu, illustrated in Figure 26.

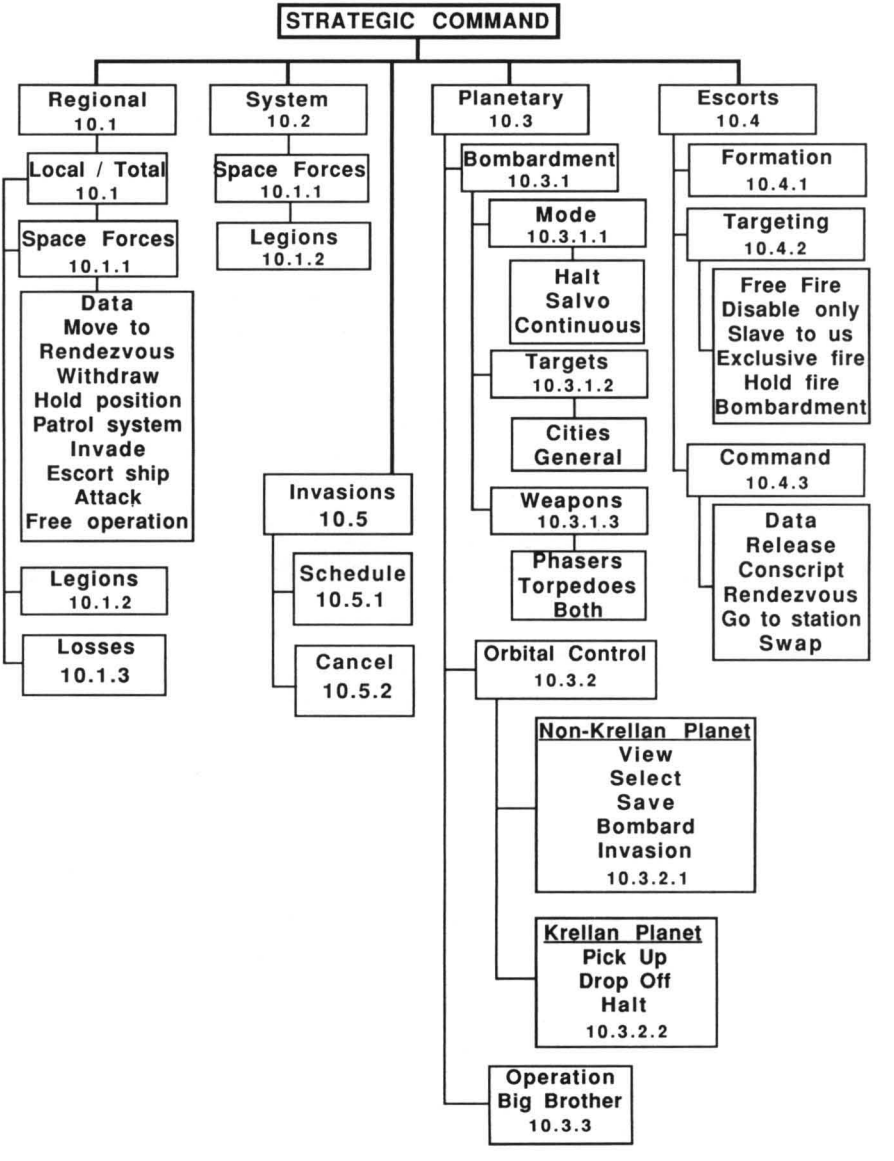


Figure 26. Strategic Command Menu

10.1 REGIONAL [G]/[R]

When you execute this command, a War Map (4.6.5) will be displayed, from which you can obtain information about all other Krellan forces in the region. In addition, if your rank is Sub-Admiral or higher, you can send orders to all other Krellan ships in the region, instructing them to move to particular regional locations and perform certain duties.

Executing the *Regional* command takes you to the part of the menu where you can view a summary of the status of Krellan forces. The options *Local* and *Total* will appear on the command line. To examine the Krellan forces within a particular star system, move the Target Designator Box to that regional location and press [L] for *Local*. To examine the Krellan forces within the entire region, press [T] for *Total*. After you select [L] or [T], the command line will display the options *Space Forces*, *Legions*, and *Losses*.

10.1.1 Space Forces [G]/[R]/([L] or [T])/[S]

This option calls up a display similar to the Krellan Combat Status Report (7.1.2), except that it shows actual regional location and system positions for each ship and starfort instead of relative position. If you press [O] for *Orders*, a window will appear showing the current orders and objectives of each ship in the table. Press any key to remove the orders window.

To issue orders or obtain information, move the highlight box to the ship you are interested in and press [ENTER] to bring up the Strategic Command Window for that vessel.

Use either the cursor keys or the single letter key to select and activate the command you want to execute for the displayed ship. If your rank is below Sub-Admiral, the only command you can give is *Data*. Any commands not permitted at your rank will be shown in grey. The commands and effects are:

Data [D] – Calls up the Krellan Ship Data Display (Figure 27) containing all the important information about the ship. Most parameters are self-explanatory, but the following need some explanation:

POSITION, two sets of system coordinates, the first absolute ("A") and the second relative ("R") to your ship's location. If your ship and the one being viewed are in different star systems, no relative position will be given.

SYSTEMS abbreviations, color-coded according to status (Green for operational, Red for inoperative, Black for systems not present):

CMP:	Ship's computer	**TRP:**	Torpedo control
HYD:	Hyperdrive engines	**PHS:**	Phaser control
S/L:	Sublight engines	**TEL:**	Teleporters
SRS:	Short range sensors	**COM:**	Communications
LRS:	Long range sensors	**TBM:**	Tractor beam
SHD:	Shield control	**PLS:**	Primary life support

ESCORT and **ON-STATION**, "no" for any ship that is not an escort. If ESCORT is "yes" and ON-STATION is "no", the escort is still moving to its assigned position (10.4.1). "Yes" indicates that the escort is in position.

ENEMY DETECTED, the number of Alliance ships and starbases currently within range of the ship's long range sensors.

LEGIONS,the number of legions aboard the ship, and how many warriors ("W") and shock troops ("S") are included in that total. Legions can only be carried by troop transports; each transport can hold up to four legions.

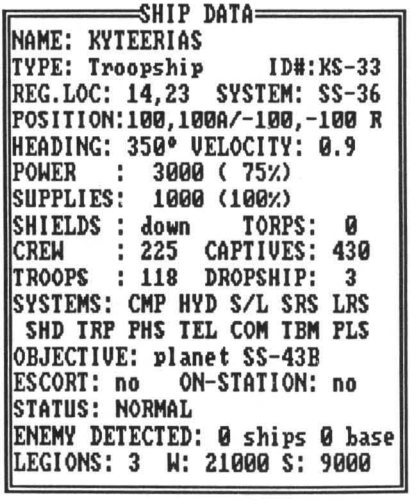

SHIP DATA
NAME: KYTEERIAS
TYPE: Troopship ID#:KS-33
REG.LOC: 14,23 SYSTEM: SS-36
POSITION:100,100A/-100,-100 R
HEADING: 350° VELOCITY: 0.9
POWER : 3000 (75%)
SUPPLIES: 1000 (100%)
SHIELDS : down TORPS: 0
CREW : 225 CAPTIVES: 430
TROOPS : 118 DROPSHIP: 3
SYSTEMS: CMP HYD S/L SRS LRS
SHD TRP PHS TEL COM TBM PLS
OBJECTIVE: planet SS-43B
ESCORT: no ON-STATION: no
STATUS: NORMAL
ENEMY DETECTED: 0 ships 0 base
LEGIONS: 3 W: 21000 S: 9000

Figure 27. Krellan Ship Data Display

Move to [M] – Assigns a target location to the ship. The smaller displays will disappear, revealing the War Map (*Total*) or System Map (*Local*). Move the TDB to the regional location, then the system position, where you want to send the ship and confirm your selection to execute the order.

Rendezvous [R] – Orders the ship to move adjacent to your battlecruiser.

Withdraw [W] – Tells the ship to head for the nearest starfort, where it will dock, replenish supplies and energy, and change to free operation orders.

Hold position [H] – Orders the ship to turn off its engines and await further orders.

Patrol system [P] – The ship will move around its current regional location looking for enemy vessels or starbases. It will continue to do so until ordered otherwise, or it runs low on energy or supplies.

Invade [I] – Calls up the Planetary Information Display (7.3.2). Move the highlight box and select the planet you want to be invaded. Troop transports will perform the actual invasion; other ships will support an invasion if ordered to do so.

Escort ship [E] – Orders the ship to escort or accompany another ship. A list of all ships in the region (*Total*) or star system (*Local*) will be displayed; use the highlight box to select the ship to be escorted.

Attack [A] – Orders the ship to attack a specified target, which you select by moving the TDB within the War Map (*Total*) or System Map (*Local*). If you want to specify a target within range of your Tactical Display, select your current ship position when prompted for a target. The Tactical Display will then be superimposed on the screen, and you can move the TDB to the exact target desired and press **[ENTER]**.

Free operation [F] – The ship is under no specific orders and is free to act on its own, or as ordered by Imperial Krellan Fleet Headquarters.

10.1.1.1 Krellan Command Philosophy – You should not have to continually give orders to each Krellan ship. Their commanders are reasonably intelligent and will perform the missions suitable for their ships, as assigned by Imperial Fleet Headquarters. Here are their standard mission assignments:

Battlecruisers: Attack enemy ships and starbases; explore planets and establish bases; direct planetary invasions and provide bombardment when required; assist other ships as required.

Destroyers: Explore and map regions, looking for desirable planets and the disposition of enemy forces; escort other ships; help battlecruisers with planetary bombardment and space battles; attack unarmed enemy ships.

Supply Ships: Rendezvous with and resupply Krellan ships; establish bases on planets and keep them stocked with materials; support invasions of planets if more than one troop ship is involved. Supply ships can resupply themselves if needed.

Troop Ships: Conduct invasions of planets; ferry legions as required.

If a Krellan ship runs low on power or supplies, it will normally return to the closest starfort. If unable to do so because of engine damage or enemy activity, it will try to rendezvous with a supply ship, or send a call for help.

When a Krellan ship docks with a starfort, it will replenish its supplies, repair systems, and load new legions on troop ships, if possible. Replacement legions are brought in from reserve outside the region as needed, and are billeted in starforts until picked up by troop ships.

If a Krellan ship encounters superior enemy forces, it will attempt to escape, except for an escorting destroyer, which will do whatever is necessary to cover the escape of the ship it is escorting.

When an invasion is scheduled, the assigned ships will travel to the planet independently, but transports and their escorts only enter orbit once a battlecruiser arrives and the planetary shields (if any) have been neutralized. If the target planet is in a system with heavy enemy activity, you may wish to order ships of the invasion fleet to rendezvous in a neighboring regional location, then move en mass to the planet (by having them all escort the lead ship). Once they have reached the planet, change their orders to invade it.

When a Krellan ship scans a planet for the first time, it transmits the planetary map and scan data to Imperial Fleet Headquarters, which in turn transmits it to all ships in the fleet. The scan data takes several seconds to transmit, and while your ship is receiving the data, you will receive a message stating that the transmission is underway, and the simulation will be frozen.

10.1.2 Legions [G]/[R]/([L] or [T])/[L]

This option calls up the Legions Information Display. Legions are used to conduct planetary invasions. The display contains the following facts about each legion:

ID#, legion identification number, from 1 to 100.

Name, awarded to a legion when it earns five battle honors.

Warriors and **Shk Trps**, number of each type currently in the legion. A full-strength legion has 7000 warriors and 3000 shock troops.

Hnrs, the total number of battle honors the legion has received for all missions counted in your service record. Each battle won earns one or more battle honors, depending on the quality of the opposition defeated.

B.Rt, the legion's battle rating (combat effectiveness), expressed as a percentage. A legion with no combat experience starts with a battle rating of 70%. The rating increases as battles are won, and decreases if battles are lost. If a legion suffers heavy casualties and is later supplied with inexperienced replacement troops, its battle rating will drop because of the number of soldiers in the legion who have not seen combat.

R.Loc, the legion's current regional location.

Status of the legion, one of eight possibilities:

"In KS-XX": Aboard troop ship KS-XX.
"Invasion SS-XXX": Invading planet SS-XXX.
"In KS-XX/Orbit SS-XXX": In troop ship KS-XX orbiting planet SS-XXX.
"In KS-XX/Docked SF-X": In troop ship KS-XX docked at starfort SF-X.
"In SF-X": In starfort SF-X.
"On SS-XXX": On planet SS-XXX, but not invading.
"Destroyed": Eliminated, no longer available.
"In reserve": Not currently within this region.

10.1.3 Losses [G]/[R]/[T]/[O]

Selecting this option brings up a window that shows the total losses suffered by Krellan forces to date during your current mission.

10.2 SYSTEM [G]/[S]

When you execute this command, a System Map (4.6.1) will appear on your screen. The options available under this command have the same function as in the *Regional* section of the menu, except that information and orders pertain only to Krellan forces within your current regional location and the *Losses* option is not available. If your rank is Prefect or higher, you can send orders to all other Krellan ships in the regional location, instructing them to move to particular system locations and perform certain duties.

10.3 PLANETARY [G]/[P]

This command allows you to control combat on the planet you are orbiting. You can use your ship's weapons to bombard targets on the planet surface, control an invasion of the planet, or start Operation Big Brother.

10.3.1 Bombardment [G]/[P]/[M]

Executing this command brings up the Bombardment Command Display, which provides information on the planet you are orbiting and your ship's current bombardment settings.

The display contains the following facts:

Plnt, Name, Ownr, the planet's ID number, name, and ownership (if known).

TchLvl, the planet's technology level (15.1).

Shields and **PltDfn**, the current strength in units of the planet's defense shields, and whether or not the planet has an activated planetary defense system.

Population of the planet in millions ("M") or thousands ("K").

Troops, the number of military troops present, if known.

Dam.Lvl, the current damage level of the planet surface, in percent.

Status of the planet (if known), "Hostile", "Friendly", "Treaty", or "Surrender".

Dest/cities, the number of cities that have been destroyed and the total number of cities on the planet.

Settings, your ship's current bombardment settings: Mode, Weapons, and Targets (see the following sections).

From the Bombardment Command Display you can change the following settings:

10.3.1.1 Mode **[G] / [P] / [M] / [M]** – This command allows you to set the firing mode for the weapon(s) with which you are conducting the bombardment. *Halt* **[H]** stops a bombardment in progress and allows you to direct your weapons against other targets in the star system. *Salvo* **[S]** sets your weapons so that only one round is fired at a time, on your command. *Continuous* **[C]** sets your weapons to fire repeatedly without any direct control from you; as soon as your phaser bank is recharged or your torpedo tubes are reloaded, the weapon(s) will be fired again. The default mode setting, in effect at the start of a bombardment, is *Halt*.

10.3.1.2 Targets **[G] / [P] / [M] / [T]** – This command allows you to select the type of targets you want to fire at. *Cities* **[C]** will target your weapons to fire only upon areas that are heavily populated or of military importance. *General* **[G]** will leave the selection of targets up to your Weapons Officer (who may select a city or a military target, but may also choose to devastate a section of countryside just for fun). The default target selection is *Cities*.

10.3.1.3 Weapons **[G] / [P] / [M] / [W]** – This command allows you to select which weapon systems you want to use in the bombardment, either *Phasers* **[P]**, *Torpedoes* **[T]**, or *Both* **[B]**. The default selection is *Phasers*.

10.3.1.4 Bombardment Operations – Once you have selected an active firing mode (*Salvo* or *Continuous*) and chosen your targets and weapons, begin the bombardment by pressing **[Alt][B]**. In *Salvo* mode, your weapon(s) will fire once each time you press **[Alt][B]**. In *Continuous* mode, the command acts as a toggle; once you start the bombardment, it will continue until your weapons are depleted or until you press **[Alt][B]** a second time. WARNING: While in *Continuous* mode, an enemy with planetary defenses will continuously return your fire, which could cause the rapid destruction of your ship.

If your bombardment inflicts a great amount of damage and the planet's natives can communicate with your ship, they may attempt to surrender. To formalize the surrender, you must send down a landing party team to negotiate (5.2.1.1); as a result, you may be able to establish a treaty.

During a bombardment you will receive a message from your weapons console each time your weapons are fired. You will be notified of the size of the hit, the current strength of the planet's shields, and if any weapons of the planetary defense system have hit you. A planet that is destroyed by your phasers and torpedoes as the result of a bombardment is sterilized and turned barren, and is reclassified as a Class B planet (15.1).

The function key commands used to fire your weapons will still operate as usual while a bombardment is in progress.

10.3.2 Orbital Control [G] / [P] / [O]

This command allows you to initiate and control an invasion of a planet you are orbiting, if certain conditions are met; or, if the planet is Krellan, allows you to transfer legions between the planet and any orbiting troop transports.

If your computer has graphics capabilities, then executing this command will bring up the Orbital Control Display (13.2).

You can initiate an invasion if all of these conditions are met: 1) your rank is at least Sub-Commander; 2) all of the planet's defense shields have been knocked out; 3) there is a Krellan invasion force (one or more troop ships with legions on board) orbiting the planet; and 4) there are no enemy ships in orbit around the planet.

10.3.2.1 Orbiting an Enemy Planet – If you execute the *Orbital Control* command while in orbit around a planet that is not under Krellan ownership, and your computer does have graphics capability, refer to Section 13 for instructions on how to conduct an invasion. If your computer does not have graphics capabilities, then you have two options:

Invasion [G] / [P] / [O] / [I]: Initiates an invasion of the planet, if the conditions listed in 10.3.2 are met. You will receive periodic status reports, but will not be able to make any specific decisions concerning the invasion except for selecting the option described below.

Withdrawal [G] / [P] / [O] / [W]: Calls off an invasion and causes the invasion force to be teleported up from the planet back into troop ships (if possible).

10.3.2.2 Orbiting a Krellan Planet – You can not initiate an attack of any kind against a planet under Krellan ownership. However, if your rank is Sub-Commander or higher, you can order the transfer of legions between the planet and any orbiting troop transports, using one of three options:

Pick Up [G] / [P] / [O] / [P]: Transfers as many legions as possible, one by one, from the planet to orbiting troop transports (up to the limit of four legions per ship).

Drop off [G] / [P] / [O] / [D]: Transfers all the legions from orbiting troop transports to the planet surface, one by one. A Krellan base will automatically be established on the planet (if one was not located there already) as soon as one legion is dropped off.

Halt [G] / [P] / [O] / [H]: Stops any transfer in progress; if you do not want to pick up or drop off all available legions, select this option when you want the transfer to be discontinued.

10.3.3 Operation Big Brother [G]/[P]/[B]

Operation Big Brother is the Krellan plan to capture low or medium technology level (3, 4, or 5) planets that can support Krellan life (Class K, A, or D). It cannot succeed on a planet with UGA troops present, or a planet that has a unified government.

After selecting this option, you will be told if the target planet is suitable for conducting the operation (although you may not know if the planetary government is unified). If it is a legitimate target, you will be prompted for confirmation to begin the operation.

A special assault team is sent down to establish a puppet emperor in a city. Then, by using Krellan manufacturing technology combined with the planet's manpower and resources, the Empire can begin to conquer the planet. The special assault team consists of 10 crew members (eight production/technology experts, one doctor, one alienologist) and 20 shock troops (a commander, chief of staff, eight training experts, and ten security personnel). The minimum number of days required to successfully complete the operation is equal to the planet's technology level multiplied by 10; for example, if the target has a technology level of 4, *Operation Big Brother* will require at least 40 days to conquer the planet.

10.4 ESCORTS [G]/[E]

When you reach the rank of Centurion, four destroyers will be assigned to you as escorts, to provide support for your battlecruiser. You can assign them to a particular formation around your ship, order them to attack a particular target within the star system you are in (they are armed with torpedoes, but not phasers), and give them other commands. When you dock with a starfort, any escorts under your command will also be automatically repaired and resupplied. The achievements of your escorts (ships destroyed, planets scanned, etc.) are counted as part of your Personal Mission Tally (7.4.1.1) for as long as the ships remain attached to you.

If an object comes within range of the sensors of one of your escorts, you will be able to obtain information about that object just as if you had scanned it yourself. (This is especially useful when your escorts are in system search formation; see 10.4.1.1.)

There are three Escort options: *Formation, Targeting,* and *Command.*

10.4.1 Formation [G]/[E]/[F]

This option allows you to designate how your escorts are deployed around your ship: either one of fifteen set formations, a random formation, no formation (which releases your escorts to operate on their own), or the system search formation (10.4.1.1).

Executing this command calls up the Formation Command Window. To view the formations, press [+] and [–] or [↑] and [↓]. When the currently assigned formation is displayed, an "*" will appear next to the formation number in the window. When you have the desired formation in the window, press **[ENTER]**. The available escort formations are shown in Figure 28.

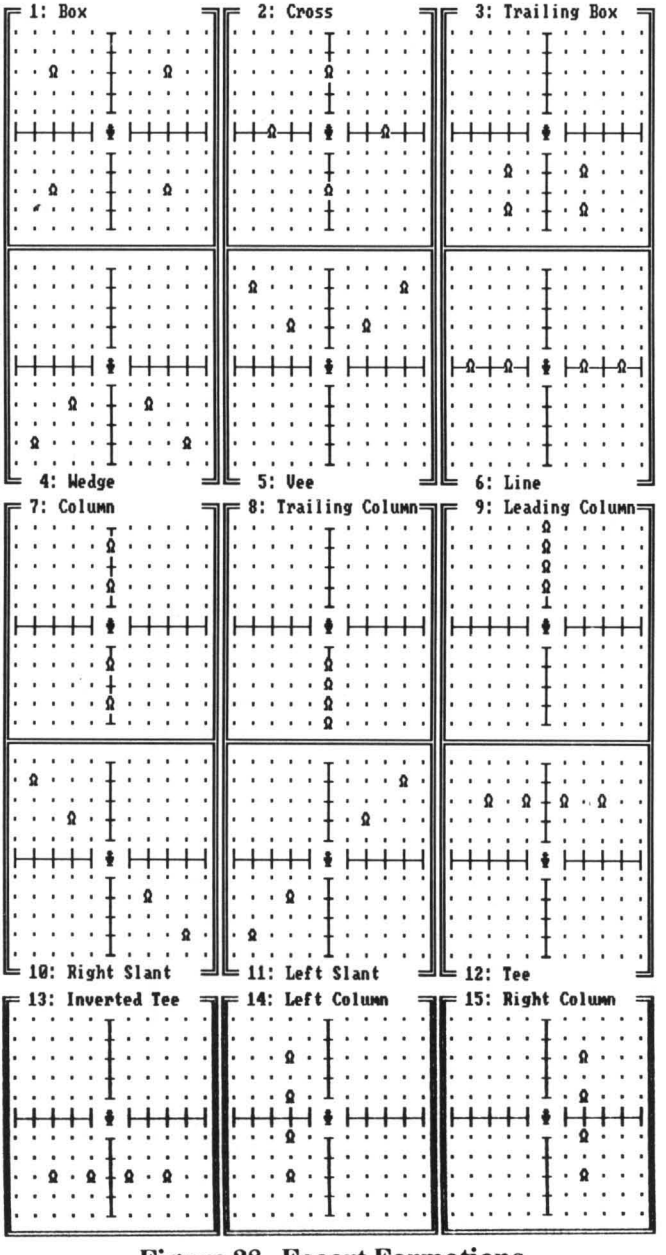


Figure 28. Escort Formations

When you are eligible to have escorts, four destroyers will be docked with you at the starfort at the beginning of each mission. If you want them to follow you, you must assign them to a formation before leaving the starfort.

Once your escorts are on-station, they will mimic the movement of your ship – even during evasive maneuvers – unless it is necessary for one of them to break formation to avoid hitting an object. After the collision has been averted, the escort will move to resume its position in the formation.

If you change formation while moving in normal space, your escorts will gradually move to their new positions while your ship is moving. If your ship is stationary when you order a new formation, you must then execute the *Rest* state command. While your crew is resting, the escorts will move into their newly assigned positions. When they are in formation, you may terminate the *Rest* state and continue with the mission.

10.4.1.1 System Search – This is a special formation useful for obtaining a quick survey of a regional location. When you select the *System Search* formation, your escorts will move to the four corners of the system. Their long range sensors can then scan the entire star system. You will be informed if the destroyers detect any enemy objects. Once in position, the escorts will remain there until you assign them a different formation.

10.4.2 Targeting [G]/[E]/[T]

This option allows you to specify weapon settings and firing orders for your escorts from the Escorts Targeting Command Window (Figure 29).

Figure 29. Escorts Targeting Command Window

This window is divided into the following four parts:

1) **Escort List** – A list of your current assigned escorts, each with its identification number (ID#), NAME, and relative position (REL.POS) to your ship. The relative position is given in x,y system coordinates, where positive x is to your right, and positive y is in front of your ship. The letter in the T column indicates the current targeting orders of the escort, and is the first letter of the corresponding targeting option.

2) **Escort Selection** – This is where you select the escort(s) you want to command. The numbers correspond to the identification numbers to the left of the escort name in area 1. To select an escort, move the highlight cursor box to the escort numbers using [←] and [→]. To set your selection, press [+] or [**Ins**], after which an "*" will appear next to the number. You can issue the same command to all the escorts by selecting "ALL".

To deselect an escort, move the highlight box to that escort and press [–] or [**Del**]. To deselect all escorts, move the cursor to "ALL" and press [–].

3) **Escort Commands** – These are the commands you can issue. First, select the escort(s) you want to command. Then move the highlight box to the command you want using [↑] and [↓] and press [**ENTER**], or press the capitalized letter in the command name.

4) **Controls Summary** – This area summarizes the keystrokes necessary to select and command your escorts.

The commands available to your escorts are:

Free fire [F]: The default command; allows escorts to choose their own targets and fire their torpedoes at will.

Disable only [D]: Similar to free fire, but escorts will fire to disable rather than destroy; they will not shoot at a target that is already disabled. However, it is difficult for torpedoes to disable without destroying, and if the target is disabled after the torpedo is fired, the torpedo will not abort and may destroy the target.

Slave to us [S]: The selected escorts will target the same object(s) and use the same fire setting(s) as you have assigned to your ship's torpedo control system.

Exclusive fire [E]: Escorts can shoot at targets <u>not</u> targeted by your ship.

Hold fire [H]: The escorts will cease fire and not use their weapons again until you issue them a different targeting command.

Bombardment [B]: If escorts are orbiting a planet, they will use their torpedoes to bombard it at will, in *Continuous* firing mode. If your ship is also conducting bombardment, you can achieve a similar effect with the *Slave to Us* command; the escorts' firing mode will be the same as yours.

10.4.3 Command [G]/[E]/[C]

This option allows you to issue commands to one or more of your escorts, and to view data on the condition and status of each destroyer. The Escorts Command Window will appear, and is identical to the Escorts Targeting Command Window (Figure 29) except for the list of available commands. The commands and their effects are as follows:

Data [D]: Gives you a full report on the status of the selected vessel(s). This command brings up a display identical to the Krellan Ship Data Display (Figure 27). Press any alphanumeric key to remove the window. If you have issued this command for more than one escort, the next ship display will automatically appear when you remove the current one.

Release [R]: Releases the selected destroyer(s) from escort duty. A released destroyer becomes an independent ship, and its achievements thereafter are recorded with the Krellan Mission Tally rather than your personal record.

Conscript [C]: If you have fewer than four escorts, you can press a ship into service by using this command. The would-be escort must be a destroyer within range of your Tactical Display. When you issue this command, a Target Designator Box will appear in your Tactical Display. Move it to the destroyer you want to conscript and press **[ENTER]**. You can only conscript independent destroyers that are not escorting another ship. If you try to conscript an escorting destroyer, you will receive the message "ALREADY AN ESCORT". If you are at least of Prefect rank, you will be prompted to override the escorting duties of the destroyer attached to another ship.

If you want to assign the new escort to a specific position, select that position in the Escorts Command Window before executing the *Conscript* command. If you do not specify a position, the new ship will be assigned to the lowest-numbered available slot. For example, if you have escorts in the #1 and #2 positions and you want to conscript a destroyer into position #4, you must select that position. Otherwise, the new escort will be put in the #3 position.

Rendezvous [Z]: Orders the selected escort(s) to move adjacent to your ship and remain stationed there. This command is useful if you want to use teleporters to transfer material or personnel between ships.

Go to station [G]: Orders the selected escort(s) to resume the preassigned formation after a rendezvous.

Swap [S]: Transposes the position and escort number of two escorts, or of a escort and an empty slot. For example, if you have an escort in the #1 position but not in the #3 slot, you can make the #1 ship into #3 by swapping the two positions. You must select two escort positions for this command to function.

10.5 INVASIONS [G]/[I]

Executing this command brings up the Invasions Display (Figure 30), which contains information about any planetary invasions that are scheduled or underway. If your rank is Sub-Admiral or higher, you can use the options under this command to schedule or cancel invasions. Regardless of your rank, Krellan Fleet HQ will schedule invasions of suitable planets without consulting you. As many as four invasions can be scheduled or in progress at one time. A typical invasion fleet consists of one battlecruiser, one or more troop transports, one supply transport, and any destroyer escorts those ships may have.

INVASIONS

ID#	SS-34A	SS-46A	SS-38B	
Name	OSGPBIEN	IREKO	SUJIO	
Tech Lvl	6	7	4	
Cities	left:16/org:16	left:11/org:11	left: 6/org: 6	left: /org:
Shields	0	0		
Inv Stat	Underway	Underway	Underway	
Bttlcrsr	orb: 0/ass: 1	orb: 1/ass: 0	orb: 1/ass: 0	orb: /ass:
Dstryr	orb: 2/ass: 5	orb: 7/ass: 0	orb: 2/ass: 4	orb: /ass:
Spplyshp	orb: 0/ass: 1	orb: 1/ass: 0	orb: 0/ass: 1	orb: /ass:
Troopshp	orb: 2/ass: 0	orb: 2/ass: 0	orb: 1/ass: 1	orb: /ass:
#Legions	orb: 0/plt: 8	orb: 0/plt: 8	orb: 0/plt: 4	orb: /plt:
Warriors	00/ 56000	00/ 56000	00/ 28000	
Shk Trps	00/ 24000	00/ 24000	00/ 12000	
TOT.KREL	00/ 80000	00/ 80000	00/ 40000	
K.Losses	00	00	00	
Militia	40340	14130	36190	
UCAF	00	43940	00	
TOT.ENMY	40340	58070	36190	
E.Losses	00	00	00	
Owner	CONTESTED	ALLIANCE	CONTESTED	
Our Cmnd	No	No	Yes	

Figure 30. Invasions Display

The display contains the following information:

ID# and **Name** of the planet being invaded.

Tech Lvl, the technology level of the inhabitants (15.1).

Cities, the number left on the planet (left)/ the number it originally had (org).

Shields, the current strength of the planet's shields, in units, plus an arrow indicating whether the shields are down or up.

Inv Stat, the invasion status, either "Scheduled" (ordered but not started), "Underway" (Krellan forces are on the planet), or "Completed" (the planet has been conquered, but Krellan Fleet HQ has not yet canceled the invasion designation).

Bttlcrsr, **Dstryr**, **Spplyshp**, and **Troopshp**, the number of each type of ship assigned to the invasion: those in orbit around the planet (orb), and those that have been assigned (ass) to the invasion but have not arrived in orbit yet.

#Legions, the number of legions located at the planet, either aboard a troop ship in orbit (orb) or on the planet surface (plt).

Warriors, Shk Trps, and **TOT.KREL**, the number of legionary warriors, legionary shock troops, and Krellan soldiers of both types located at the planet, in the format "in orbit/on planet".

K.Losses, the total Krellan legionary troop casualties to date.

Militia, the number of organized native planetary troops remaining.

UGAF, the number of UGA Regular Forces troops remaining on the planet.

TOT.ENMY and **E.Losses**, the total number of enemy troops (militia plus UGA forces) remaining, and the total enemy casualties to date.

Owner, current status of the planet, "Alliance", "Neutral", "Contested" (invasion underway), or "Krellan" (planet has been captured).

Our Cmnd, indicating whether an invasion is under your control ("Yes"), or commanded by another battlecruiser ("No"). An invasion you are scheduled to command will not start until you enter orbit and initiate the assault.

10.5.1 Schedule Invasion [G]/[I]/[S]

If less than four invasions are scheduled or under way and your rank is Sub-Admiral or higher, you can schedule an invasion by using this option. The Invasions Display will be replaced by the Planetary Information Display (7.3.2). Move the highlight box to the planet you want to invade and press **[ENTER]**. Krellan Fleet HQ will assess your decision and inform you whether it will allow the invasion to take place. If so, you will be asked if you want to command the invasion. If you answer yes, the invasion will not start until you orbit the planet and begin the assault. If you answer no, another battlecruiser (when available) will be assigned to lead the invasion.

10.5.2 Cancel Invasion [G]/[I]/[C]

If your rank is Sub-Admiral or higher, you can use this option to cancel any invasion, whether it is scheduled or underway. A highlight box will appear on the ID# of the first invasion; move it to the invasion you want to cancel using [←] and [→], then press **[ENTER]**. When an invasion is canceled, all the ships that had been assigned to it are returned to free operation (except for escorts), and Krellan Fleet HQ will never again schedule that planet for invasion. However, you can schedule an invasion of the same planet at a later time if you so desire.

SECTION 11. SCIENCES COMMANDS

Press [I] while in the Main Display to enter the section of the command hierarchy that controls the science console of your ship. From here, you have a choice of two options: *Scanners* [S] and *Medical* [M]. These choices are displayed on the command line of the main display and comprise the Sciences Menu, illustrated in Figure 31.

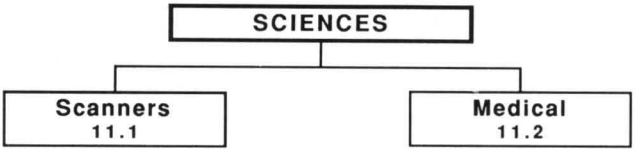


Figure 31. Sciences Command Menu

11.1 SCANNERS [I]/[S]

This option enables you to scan any object that appears in your Tactical Display, assuming your short range sensors are operational. Move the TDB over the object you want to scan and press **[ENTER]** to obtain a Scan Analysis Summary in the message area of the Main Display. New reports and messages that add to the body of information will appear at the bottom of the display, and the top line(s) of information will be scrolled up and out of the message area.

After this summary is displayed, you will be asked if you want detailed data (if available). If you press [Y], you will see a Planetary Map Display (Figure 12) for a planet, or a Krellan Ship Data Display (Figure 27) for another Krellan ship.

11.2 MEDICAL [I]/[M]

Selecting this option brings up a report in the message area of the Main Display concerning the current health of your crew: the number of casualties they have suffered, the state of their morale, their rest level, and whether there are any contagious diseases on board. Information will scroll off the top of the screen to make room for new messages and reports as they are received.

11.2.1 Crew Morale

The morale level of your crew affects their performance, and if it ever drops to zero, they will mutiny.

Morale will decrease rapidly if you run out of supplies or if you are carrying extra personnel (5.2.3), which will use supplies more rapidly. It will also decrease if you allow the crew's rest level to get too low, if the crew suffers many casualties in combat, or if a contagious disease is brought aboard.

Morale will increase – initially, at least – when you go to Red Alert, encounter a planet with a civilization that can be conquered, or get into fierce combat. Krellans like nothing better than a good fight! One of the best ways to increase morale is to bring some captives aboard and let your crew have some fun interrogating them (8.3) by torture and execution. Morale will also increase if you dock at a starfort, which enables you to pick up new supplies and give your crew some rest and relaxation.

11.2.2 Crew Rest Level

Your crew must be rested periodically in order to remain at its peak performance level. If the rest level drops below 20%, a medical emergency will be declared and noted in the caution and warning panel at the top of the Main Display. When your ship is in Condition Green (no enemy threat present) or Docked, the crew rest level will increase automatically. You can also increase the rest level by turning on the Rest State switch (3.2). When your ship is in Condition Amber, the crew rest level will slowly decrease, and will decrease more rapidly in Condition Red.

11.2.3 Disease

When a landing party returns from a planet to your ship, there is a chance that a contagious disease will be brought on board with them. If the disease is a deadly one, crew members will start dying and the morale of the survivors will begin to decrease. If it is not deadly, the crew's rest level and morale will both decrease.

Sometimes a disease will run its course and disappear. It may be possible for your medical section to find a cure and thus halt the spread of the disease. Or, you can "cure" it by docking at a starfort (where diseased crew members will be replaced by healthy ones).

SECTION 12. THE CONTROLS COMMAND

Pressing [L] while in the Main Display activates the *Controls* command, which provides an alternate way to execute most of the keyboard commands available to your ship (3.2). You can also activate this command at any time, even when the Main Display is not on your screen, by pressing **[Ctrl][H]**.

The Controls Window appears on the screen, listing most of the keyboard commands, the keystroke (or combination of keystrokes) needed to execute them, and the current status of the aspects of ship operation that they control. You can use this window for information only (to remind yourself of the available commands), or you can use it to execute one or more of the listed commands.

There are three columns in the window:

KEYS: This shows the key or key combination that activates the control directly from the keyboard. If you wish to toggle the switch or activate the control while this window is up, press just the key shown in red.

CONTROL: Describes the function of the control or switch. The currently selected control is shown by a highlight bar. Use the up and down cursor keys to move the highlight bar.

STATUS: Shows the current setting of the control switch. The controls that perform a function and are not switches will show a "–" in this column. To change the setting of the currently selected switch, press the left or right cursor key.

Some switch settings are not allowed in certain circumstances, so if you attempt one, you will receive a message box explaining why you cannot make that switch setting.

The switch settings are not actually made until you leave the controls window. You do this either by pressing **[ENTER]**, or selecting one of the direct function controls (e.g. **[S]** to call up the System Map). If you decide you do not want the new switch settings, then press **[Esc]**. The window will disappear and your switch settings will be unchanged.

SECTION 13. INVASION CONTROL COMMANDS

The commands and options described in this section are related to conducting an invasion of a planet. Although this part of the command hierarchy is technically a part of the Strategic Command Menu, the substructure is complex enough to be considered a menu in itself.

To access the Invasion Control commands from the Main Display, press [G] to enter the Strategic Command Menu, [P] for the *Planetary* command, and [O] for *Orbital Control.* You are now at the top level of the part of the invasion control command hierarchy, illustrated in Figure 32.

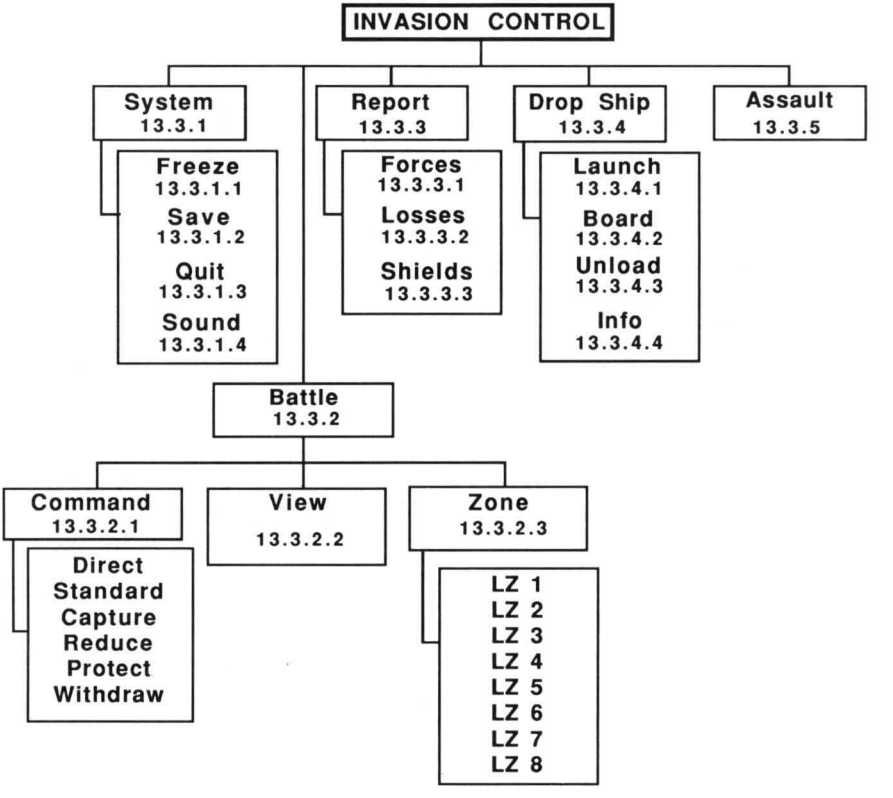


Figure 32. Invasion Control Command Menu

13.1 GENERAL INFORMATION

If your rank is Sub-Admiral or higher, you have the authority to schedule an invasion yourself (10.5), subject to the approval of Imperial Krellan Fleet HQ. At a lower rank, you will receive orders from Fleet HQ to proceed to certain planets and lead invasions as part of your mission requirement. You have at your disposal an array of planetary bombardment weapons, legions of crack Shock Troops, and heavily armored Krellan Warriors. You can attempt to blast the entire planet into space dust, or you can just soften up areas with a little bombardment, followed by a massive invasion to capture the planet. You must decide on the best strategy based on the planet's technology level, class, and expected level of planetary and UGA resistance. REMEMBER! The Krellan Empire is in dire need of conquered productive planets. You will be heavily penalized for wanton destruction of valuable territory and resources needed for future expansion.

Before you can initiate an invasion, these conditions must be met: 1) your ship must be orbiting the planet; 2) one or more legions must be on board troop transports orbiting the planet; 3) there must be no enemy ships orbiting the planet; and 4) the planetary shields, if any, must be eliminated by bombardment. Your mission elapsed time will be updated at the end of each invasion. Rapid conquest of a planet will yield the best rewards.

13.2 ORBITAL CONTROL

Once you begin an invasion, you must remain in *Orbital Control* until it is completed or canceled. If you exit from *Orbital Control* prematurely, the invasion is terminated and will probably cause a large number of casualties among the Krellan troops on the planet surface.

Executing the *Orbital Control* command, after the conditions for an invasion have been met, brings up the Orbital Control Display (Figure 33). This display is similar to the Planetary Map Display (Figure 12), but with these major differences:

1) **Altitude indicator**, showing your ship's altitude in kilometers above the planet surface, plus a letter defining your orbit as High, Medium, or Low.

2) **Weapons control data**, showing your total energy reserves (ENERGY); the number of torpedoes remaining (TORPS); and the weapon(s) currently selected for bombardment (BOMBARD), "Phasers", "Torpedoes", or "Both".

3) **Command line** displays the five options and commands available from *Orbital Control.*

4) **Ship Position Indicator**, showing your ship's position in its orbital path over the planet's surface.

5) **Scan view** changes to show the part of the planet that can be seen from your current orbital position.

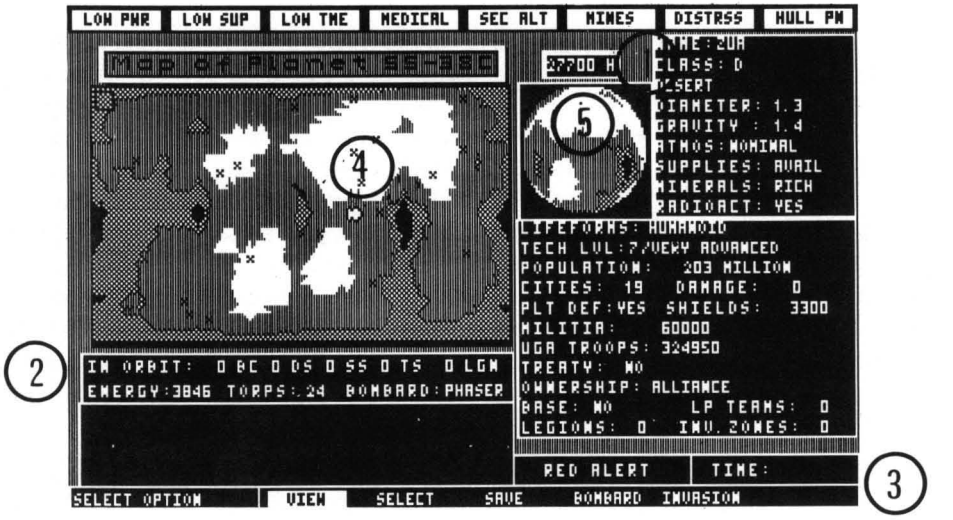


Figure 33. Orbital Control Display

The prime military targets on the planet, which are usually major cities and industrial complexes – hereafter all called "cities" – are identified during the initial scan and are indicated by "X" symbols on the projection map of the planet. These are the only locations that you will be able to view, bombard, or send troops to invade.

To specify a city as a target, move the Target Designator Box in the planetary map over the desired location using the direction keys (pressing **[Shift]** with the direction keys causes larger moves). Once a city has been selected for invasion, it is referred to as an invasion zone, or simply a zone.

NOTE: The keystroke commands in the following sections are executed from *Orbital Control*, not the Main Menu. The following commands are available:

13.2.1 View [V]

Selecting this option from *Orbital Control* will bring up a detailed map of the city and the immediate surrounding area (see Figure 36).

13.2.2 Select [S]

Selecting this option from *Orbital Control* will designate the city as an invasion zone. The "X" symbol will change to "□" and you will thereafter be able to initiate an invasion of that city. This option works as a toggle, so that you can de-select a zone (the symbol will change back to "X"). If you do this after troops have been sent down, the invasion force will be withdrawn, if possible, or eliminated.

13.2.3 Save [A]

This option allows you to save the invasion and mission in progress (see 7.4.2 for details).

13.2.4 Bombard [B]

This option allows you to conduct pinpoint bombardment of a single city, whether or not it has been selected as an invasion zone. The city must be inside the TDB. To specify which type of weapon is used, press **[Alt][W]** to toggle between phasers (default) and torpedoes. Press **[ENTER]** to bombard the city. Everything in the city zone not covered by the city shields will be destroyed, and the shields will be weakened. Subsequent hits will eventually knock out the shields and destroy the area underneath. If the city suffers enough damage, it will be destroyed and the city icon will change to "+". If you want to do continuous or salvo bombardment, then you must exit Orbital Control and use *Bombardment* (10.3.1).

13.3 INVASION CONTROL [I]

NOTE: In order to run an invasion effectively, you will need to be familiar with the commands and options described in the rest of this section and also with the facts about troops, equipment, terrain, and other topics that are covered in Section 14.

Invasion transfers you to the substructure of commands and options directly related to conducting an invasion, and brings up the Invasion Control Display (Figure 34), which gives you a view of the overall strategic situation.

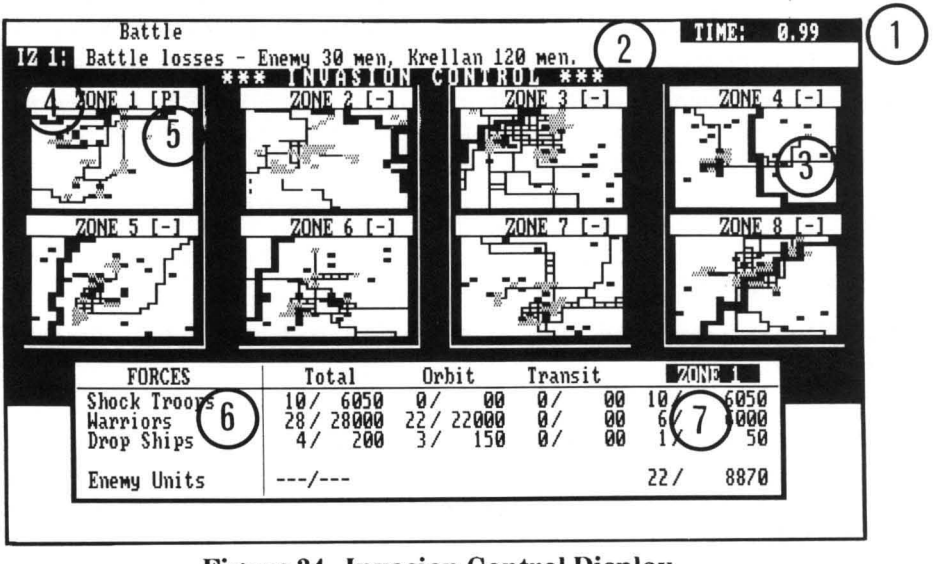


Figure 34. Invasion Control Display

The Invasion Control Display contains the following information:

1) **TIME counter,** showing the mission elapsed time in hundredths of units (one unit equals approximately one hour). When you freeze the game (13.3.3.1), an **"*"** appears to the left of the time counter.

2) **Message line**, where command acknowledgments, instructions, and other communications will appear.

3) **Zone maps**, small maps of the eight invasion zones. The color of the background frame of each map indicates ownership of the zone: White for the enemy, Red or Magenta for Krellan. Blocks on the maps representing combat and terrain units are also color-coded (14.1, 14.2). To see a detailed map of one of the eight invasion zones, you can execute the *View* command (13.3.2.2) or press the function key corresponding to the zone number (**[F1]** through **[F8]**).

4) **Landing pad indicator**, to the left of each map's zone title. If a landing pad has been established in the zone, one of three symbols will appear:

- Pad is empty.

- Drop ship is on pad.

- Drop ship is in transit between orbit and pad.

5) **Orders indicator** for each zone, to the right of each map's zone title. In this space will be **"–"** if no Krellan forces are in the zone, or one of six letters referring to the current zone orders (13.3.2.1).

6) **Summary of forces (FORCES)**, the number of your cohorts/troops in Orbit, the number in Transit to or from an invasion zone, and the Total forces. The bottom line of this area shows the latest estimate of the total number of Enemy Units on the planet.

7) **Current invasion zone** and **Total forces** (Krellan and enemy) currently located there. To change the selected zone, use **[←]** and **[→]**, or execute the *Zone* option under the Battle command (13.3.2.3).

Each of the *Invasion* commands are described in the following sections.

13.3.1 System [I]/[S]

Executing this command allows you to control the following basic functions of the game:

13.3.1.1 Freeze [I]/[S]/[F] – You can toggle the passage of time off and on by selecting this option. While the game is frozen, you can view each invasion zone, load drop ships, give orders to individual combat units, or execute other invasion commands.

13.3.1.2 Save [I] / [S] / [S] – This option allows you to save the invasion and mission in progress (see 7.4.2 for details).

13.3.1.3 Quit [I] / [S] / [Q] – This option exits you from the game and returns you to your computer's operating system.

13.3.1.4 Sound [I] / [S] / [D] – This option toggles sound on and off.

13.3.2 Battle [I] / [B]

This command brings up the battle menu, which you can use to set strategic orders for individual zones. The available options are *Command* [C], *View* [V], and *Zone* [Z].

13.3.2.1 Command [I] / [B] / [C] – To issue the same order to every combat unit within a zone, execute this command. Six choices, known as *zone orders*, will appear on the command line of the screen display. When you select one of these choices, the orders indicator will display the first letter of the command you specified, and every combat unit in the zone will follow this order, although units executing *Direct* orders will first complete their current orders. Regardless of what you have ordered, individual zone commanders may still act on their own initiative in some circumstances, based on their current situation. The zone orders are:

Direct [D]: Units will maintain current positions and wait for direct orders from you. This cancels any other zone order that may have been in effect and allows you to control each unit individually.

Standard [S]: Units will execute a *Standard* offensive, a combination of *Capture* and *Reduce* (see below).

Capture [C]: Units' priority is capturing cities; eliminating enemy forces is secondary.

Reduce [R]: Units' priority is eliminating enemy combat units.

Protect [P]: Units assume defensive mode, remaining at or close to their current positions and attacking any enemy units that come near. This is particularly useful for defending landing pads.

Withdraw [W]: Warriors will move toward the landing pad and board a drop ship when it arrives; when all units are on board or the ship is full, it will launch automatically and dock with a troop transport. Shock troops will move to a clear (unshielded and uncontested) area and upon arrival automatically teleport back to an orbiting transport.

13.3.2.2 View [I] / [B] / [V] – Executing this command from the battle menu displays the map of the currently selected zone and places you in Zone Control (described in detail in 13.4).

13.3.2.3 Zone [I] / [B] / [Z] – This option allows you to select an invasion zone (LZ1 through LZ8) from the Invasion Control Display. You can also accomplish this using the Invasion Control keyboard commands (see Table II).

13.3.3 Report [I] / [R]

This command allows you to view information about your invasion forces and obtain a status report for each invasion zone.

13.3.3.1 Forces [I] / [R] / [F] – Displays a summary of Krellan invasion forces, identical to that provided (by default) as part of the Invasion Control Display.

13.3.3.2 Losses [I] / [R] / [L] – Displays a report of losses to date among both Krellan and enemy forces, in the same area of the Invasion Control Display where the summary of forces appears.

13.3.3.3 Shields [I] / [S] – Tells you, via the message area, if there are any active shield generators within the selected zone. The small zone map on the Invasion Control Display will also change to show the portion of the zone covered by shields.

13.3.4 Drop Ship [I] / [D]

The options under this command allow you to control your drop ships.

13.3.4.1 Launch [I] / [D] / [L] – Sends the designated drop ship (empty or loaded) to the selected invasion zone. This option will not function if you try to send a ship to a zone that does not have a landing pad, or if you try to send a second ship to a zone where a ship has already been assigned.

13.3.4.2 Board [I] / [D] / [B] – Orders your troops (warriors or shock troops) to board a drop ship. As many as six cohorts can be aboard one ship.

13.3.4.3 Unload [I] / [D] / [U] – Orders the units aboard the selected drop ship to disembark while still in the troop transport. Units unload automatically when their drop ship lands on the planet.

13.3.4.4 Info [I] / [D] / [I] – Displays the current status of a selected drop ship.

13.3.5 Assault [I]/[A]

This is where the invasion really begins. After gathering information and making decisions on where and how to invade, select *Assault* to launch an invasion within a selected zone by teleporting shock troops down to that location.

You will be prompted for a quadrant in which you want the assault to take place: NW (quadrant 1, upper left), NE (quadrant 2, upper right), SW (quadrant 3, lower left), or SE (quadrant 4, lower right). Press the number associated with the desired quadrant, or move the highlight box over the quadrant and press **[ENTER]**.

After choosing the quadrant, you will be asked to specify the number of shock troop cohorts you want to send down; as many as eight cohorts can be teleported to one quadrant at one time. If you specify more cohorts than you have available, then all of your shock troops will be teleported. You will then be asked to confirm your selections of zone, quadrant, and number of troops before the assault begins. You do not have to wait for the assaulting troops to land before ordering more to assault.

13.4 ZONE CONTROL [I]/[V]/[Zone #] or [I]/[F1 - F8]

The following commands are available from Zone Control: *Systems* **[S]**, *Orders* **[O]**, *Info* **[I]**, and *General* **[G]**. These commands comprise the Zone Control Menu, illustrated in Figure 35.

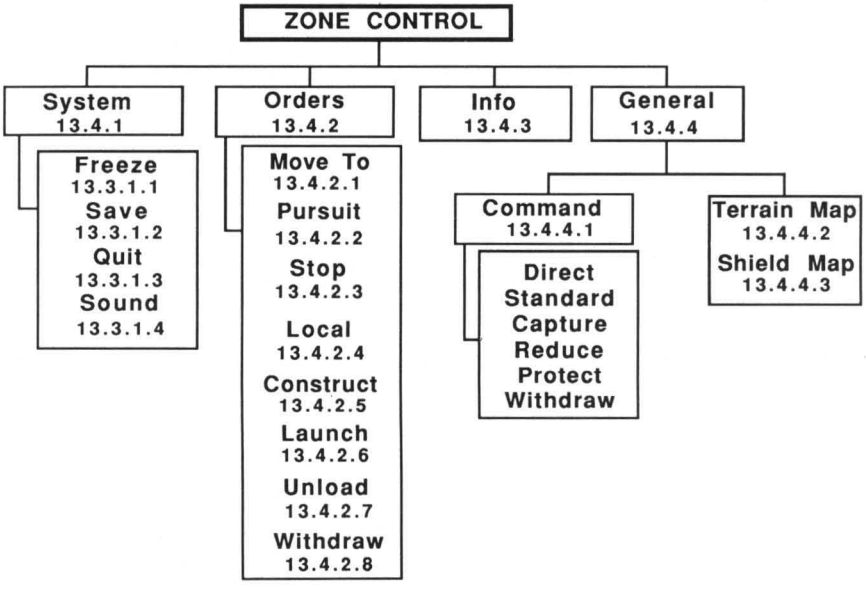


Figure 35. Zone Control Command Menu

When you execute the zone control command, an Invasion Zone Map similar to that shown in Figure 36 will appear.

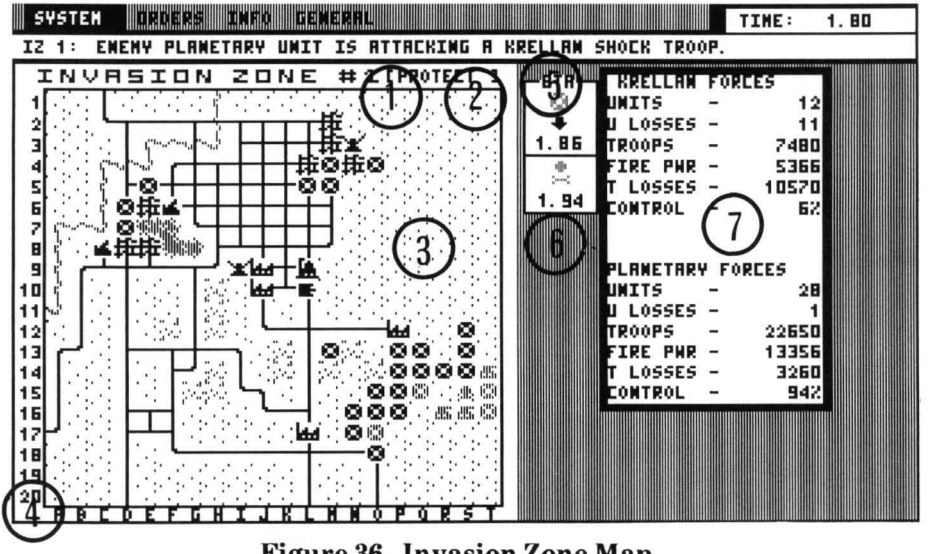


Figure 36. Invasion Zone Map

In addition to some of the features in the Invasion Control Display, the Zone Map contains the following information:

1) **Invasion zone number** (IZ), number 1 through 8 of the invasion zone.

2) **Orders indicator**, similar to that shown in Figure 34, except that the indicator is blank when no Krellan forces are in the zone.

3) **Zone map**, showing all terrain features and positions of all combat units.

4) **Row-column coordinate scales** alongside the map for determining any location within the zone.

5) **Assault indicator**, consisting of a shock troop unit symbol and a "↓", plus an estimated time of arrival. This indicator will be displayed if any shock troops are scheduled to assault the zone.

6) **Drop ship arrival indicator**, consisting of the "drop ship in transit" symbol (13.3.1) and an estimated time of arrival. This indicator will be displayed if a drop ship is on its way to the zone.

7) **Summaries of forces** within the zone, one area for Krellan troops and one for planetary and UGA forces. Each area shows total combat units active, total units destroyed, total number of troops (individual soldiers) present, current total firepower of the forces, the number of troops killed or captured, and the percentage of the zone controlled by the forces in question.

13.4.1 System [S]

The options available after executing this command – *Freeze* **[F]**, *Save* **[S]**, *Quit* **[Q]**, *Sound* **[D]** – are identical to those described in 13.3.1.

13.4.2 Orders [O]

This command brings up a list of new choices on the command line: unit orders, which you can issue to particular combat units within the zone. Before selecting a unit order, move the blinking cursor on the zone map over the unit you want to command. The unit orders are:

13.4.2.1 Move To [M] – After pressing **[M]**, move the cursor to the map location you want the ordered unit to travel to; then press **[ENTER]**.

13.4.2.2 Pursuit [P] – After pressing **[P]**, move the cursor to the enemy unit you want this unit to pursue; then press **[ENTER]**.

13.4.2.3 Stop [S] – The unit will stop and hold its position.

13.4.2.4 Local [L] – The unit is under local command; it will operate under whatever zone order you have given (13.3.2.1).

13.4.2.5 Construct [C] – The unit will construct a landing pad at its current location. Landing pads require approximately 0.4 hours to construct in clear terrain and 0.1 hours on a captured space port. You will receive a message when the pad is completed.

13.4.2.6 Launch [L] (drop ship only) – Orders the drop ship to launch.

13.4.2.7 Unload [U] (drop ship only) – Orders the drop ship to unload its units.

13.4.4.8 Withdraw [W] – Identical to the *Withdraw* command in the Battle Menu (13.3.2.1).

13.4.3 Info [I]

This option brings up a window containing general information about the combat unit (enemy or Krellan), object, or terrain located under the cursor position. The game is frozen while the window is displayed; press any key to resume the invasion. The characteristics displayed for a selected unit are:

Unit Identification, for Krellan units, in the form "Legion number/ Cohort number".

Manpower (Strength), the number of troops in the unit.

Combat effectiveness, a measure of the mental and physical condition of the unit's personnel, based on fatigue, morale, and other factors. Shock troops suffer a drop in combat effectiveness just after teleporting, but recover with the passage of time.

Orders (Krellan units only) that the unit is acting under, followed by the current zone order in [ ].

13.4.4 General [G]

This command has three options:

13.4.4.1 Command [C] – Used for assigning or changing zone orders; identical to the commands and choices described in 13.3.2.1.

13.4.4.2 Terrain Map [T] – Displays a terrain map of the selected zone, containing terrain features, cities, and landing pads, but not combat units. The game is frozen while the terrain map is displayed; press any key to resume the invasion.

13.4.4.3 Shield Map [S] – Displays a map showing the area(s) covered by any shield generators. The game is frozen while the shield map is displayed; press any key to resume the invasion.

A number of keyboard commands and function key commands are provided to supplement the choices on the command line of the Invasion Control Display; these commands are summarized in Table II.

TABLE II: INVASION CONTROL KEY COMMANDS

KEYSTROKE	DESCRIPTION
[F1] – [F8]	View invasion zone 1 – 8
[F9]	Return to Invasion Control
[F10]	Toggle between Invasion Control and current invasion zone
[Esc]	Back out of current menu, or return to Orbital Control
[<] and [>]	Change selected menu item (wraparound)
[ENTER]	Implement selected menu item
Direction Arrows	Move cursor one space in Invasion Zone Display, or Change selected zone while in Invasion Control Display
[Shift] + Arrows	Move cursor five spaces in Invasion Zone Display
[Ctrl] + Arrows	Review messages in message buffer
[Alt][F]	Freeze simulation toggle
[Alt][W]	Bombardment weapons toggle

SECTION 14. PLANETARY INVASION

A successful invasion depends on many factors. In addition to knowing how to operate your ship and issue commands to the various parts of your invasion force, you must know what your forces are capable of and what they will have to contend with when they arrive on the planet surface. This section contains information and instructions that will help you better understand some of the commands and displays described in Section 13.

14.1 KRELLAN COMBAT UNITS

The basic organizational unit of the Krellan army is the *assault legion*. One or more legions must be available in troop transport(s) orbiting the planet before an invasion can begin. Legions are transported as a whole aboard troop transports, but are split up into groups called *cohorts* when they take part in an invasion. Each cohort (which can contain as many as 1000 troops) is referred to as a *combat unit*. Each combat unit has a unique unit designation, which is displayed when you select *Info* from the battle menu (13.3.4.2).

At full strength, each legion contains 10,000 soldiers, made up of seven cohorts of warriors (7,000 total) and four cohorts of shock troops (3,000 total). Each cohort's performance contributes to its parent legion's battle rating and battle honors. Battle honors are awarded by Krellan Fleet HQ at the end of a successful invasion and vary from unit to unit, based on the technology level of the conquered planet and the amount of fighting the unit did. Table III summarizes all Krellan forces, followed by descriptions of each unit type.

The *fire power* of a unit is a cumulative measure of its strength, combat effectiveness, and *strike effectiveness*. Strike effectiveness is a measure of the quality of the unit, based on all relevant facts (sophistication of weapons and equipment, degree of training, experience, and, for Krellan units, the parent legion's battle rating). The strike effectiveness of planetary troops (militia) and planetary forts is a function of the planet's technology level.

TABLE III: KRELLAN FORCES

UNIT NAME	SYMBOL*	DESCRIPTION	MAX FIRE POWER	MAX STRENGTH (MANPOWER)
Shock Troop Cohort		Initial assault unit	60,000	3,000
Warrior Cohort		Primary invasion attack force	100,000	7,000
Drop Ship (on pad)		Ship-to-surface transport vessel	5,000	50

* Colors are: White (EGA - K & A planets), Green (EGA - D & P planets), Magenta/Red (CGA), Grey (monochrome).

Shock Troops: A full-strength cohort of shock troops consists of 750 lightly armed elite troops, equipped with armored battle suits and hand-held or light weapons. They use their powered suits or small, armored hovercars for transportation. When you call for an assault (13.3.7), shock troops will teleport to the planet surface to begin softening up the opposition, and prepare the way for the drop ship and warriors.

Warriors: A full-strength cohort of warriors consists of 1000 heavily armed and armored warriors. They are fully equipped with hovertanks, mobile artillery, armored personnel carriers, and fighter/bomber support craft. Warriors can not be teleported, but must be transported to and from the planet by drop ships; a drop ship cannot land in an invasion zone until some of the troops already there have constructed a landing pad for it.

Drop Ships: Each troop transport carries four of these vessels, which are used to transport combat units to and from the planet surface. Each drop ship can carry up to six cohorts (a maximum of 6,000 soldiers, if all are warriors). The ships are only lightly armed, but have heavy armor that enables them to withstand a great amount of enemy fire. Drop ships are controlled by the options described in 13.3.6.

14.2 ENEMY COMBAT UNITS

Most of the invasions you conduct will meet with resistance from two types of combat units: United Galactic Alliance regular forces and planetary troops (militia). Table IV summarizes all UGA and planetary forces, followed by more complete descriptions of each unit type.

TABLE IV: UGA AND PLANETARY FORCES

UNIT NAME	SYMBOL*	DESCRIPTION	MAX FIRE POWER	MAX STRENGTH (MANPOWER)
UGA Regular Forces		Standard UGA combat unit	80,000	1,000
Planetary Troops: Tech Level		Local militia		1,000
1			1,000	
2			2,000	
3			5,000	
4			10,000	
5			20,000	
6			40,000	
7			60,000	

* Colors are: Red (EGA), White (CGA, monochrome).

UGA Regular Forces: Each of these units represents a fully equipped brigade. The brigade consists of 1,000 troops and includes a full range of hovertanks, heavy artillery, transports, and support aircraft. All UGA regular units are initially staffed at about 90% of full strength, but will probably be strengthened by forces in the field or troops called back from leave as the invasion progresses.

Planetary troops: These are brigade-strength forces mustered from the native population. The quality of their equipment and strength of their fire power depends on the planet's technology level. At low levels they may be armed only wth primitive weapons, and merely provide target practice for your warriors (although due to equipment malfunction or accidents you may lose a few troops). At high technology levels, this militia can be formidable and should not be taken lightly, although planetary troops are never as powerful as UGA regulars. All planetary troop units are initially staffed at about 50%, but will probably be reinforced as the invasion progresses.

14.3 ENEMY DEFENSES

In addition to the troop strength present on a planet, your invasion forces will also have to overcome static defenses that are found on almost every planet. The planetary and UGA defenses are summarized in Table V, followed by more complete descriptions of each.

TABLE V: PLANETARY AND UGA DEFENSES

UNIT NAME	SYMBOL*	DESCRIPTION	MAX FIRE POWER	MAX STRENGTH (MANPOWER)	FOUND ON TECH LEVEL
Planetary Fort: Tech Level 2 3 4 5 6 7		Special defensive fortification	 2,000 5,000 10,000 20,000 40,000 60,000	500	2 – 7
Shield Generator		Defensive energy shield	100	10	6 – 7 Any, if UGA forces present
Surface-to-Air Laser		Laser cannon - can destroy drop ships	100	10	5 – 7
Planetary Defense Phaser		Phaser cannon - can destroy transports	100	10	6 – 7

* Colors are: Red (EGA), White (CGA, monochrome).

Planetary forts: These are fortified outposts that can be difficult to conquer. Each fort has a full strength of 500 and is initially staffed at about 80% (400), but will probably be reinforced as the invasion progresses.

Shield generators: These devices produce a defensive energy shield over a city or part of a city, protecting those areas from assault by teleported shock troops or the landing of a drop ship. The shield is like an umbrella and does not extend to the ground, meaning that your ground troops can attack beneath the shield and possibly knock out the generator. Shield generators will certainly be found on planets with high technology levels, and may also be present on any planet that contains UGA regular forces. These shields are not to be confused with planetary defense shields that encompass the entire planet, which must be knocked out by orbital bombardment before an invasion can be started.

Surface-to-Air Lasers (SAL): These are large laser cannons, particle beam generators or missile batteries, which are capable of destroying a drop ship while it is landing or taking off.

Planetary Defense Phasers (PDP): These are extremely powerful laser or phaser cannons that can damage or destroy orbiting ships, including troop transports and your battlecruiser! However, they cannot hit drop ships in transit or on the planet's surface.

14.4 ASSAULT PROCEDURE

An invasion begins when you order an assault by shock troops (13.3.7). It is important to examine the invasion zone before teleporting the troops, because cohorts may be damaged or destroyed if they land within an area that contains a lot of water or is protected by shield generators. You can control the quadrant into which shock troops will teleport, but you cannot pick specific landing spots within that quadrant. Some troops will be lost if a unit teleports into an enemy zone of control (14.5.2), but there may be times when you cannot avoid doing this, or when your reason for doing so offsets the risk of losing troops. Teleporting one assault wave of shock troops takes about 0.2 hours, regardless of the number of cohorts in that wave.

Once your shock troops have landed, you should designate one unit to construct a landing pad. A pad can only be constructed on an area of clear terrain, a road, or the site of a captured space port. Construction takes about 0.1 hours on a space port site, about 0.4 hours in other locations. It is a good idea to use some or all of your remaining shock troops to protect the site while a pad is being built.

You can bring down additional waves of shock troops into the same zone at any time, to reinforce troops already on the planet, attack in a different quadrant, or construct a new landing pad. Note, however, that no zone can have more than one landing pad at any time. You may need to build a new one if your original pad is destroyed, or you can choose to build a new one in a more secure location, in which case the first pad will be dismantled as soon as the new one is completed.

Planetary defense phasers can be a serious threat to an invasion; knocking out these weapons should be a top priority. If an orbiting troop transport is destroyed, some of the troops may escape to another transport, but even in the best case you will suffer serious losses. If all of your orbiting troop transports are destroyed, all legions and drop ships in orbit or on the planet will be destroyed, and so will your chances of victory.

14.4.1 Drop Ships

These vessels are the only means by which legionary warriors can be transported to and from an invasion zone. As soon as a landing pad is built, you should load a drop ship with warriors and send it to that zone. (Caution: if one of your units is located on a landing pad when a drop ship arrives, the unit will be destroyed.)

If the landing pad is destroyed before your drop ship arrives, the ship will attempt to return to orbit. On a planet with a high technology level, there is a chance that surface-to-air lasers will destroy a drop ship in transit (18% for level 6, 30% for level 7). Some warriors may survive even if the drop ship takes a direct hit, but the best way to prevent this is to eliminate the planet's surface-to-air weapons as soon as possible.

After a drop ship is unloaded, it should be launched back into orbit immediately, to keep it from being destroyed and to make it available for use again. If threatened by nearby enemy units, the commander of the drop ship may launch without your orders, perhaps even without unloading any troops.

14.5 MOVEMENT

A combat unit can move into any of the eight squares surrounding its present location, using the same system by which a Target Designator Box is moved. A unit on the edge of an invasion zone cannot move beyond the 20-by-20-square area of that zone.

Movement can be accomplished in two ways: either by issuing the *Move To* order (13.3.4.2), which allows you to designate a specific destination for the unit; or by giving the unit a *Local* order, which will cause it to move in the process of carrying out the prescribed zone order.

14.5.1 Movement Rates

The speed with which a unit moves is mainly dependent on the type of terrain being moved into. Movement rates, in squares per hour, are shown in Table VI for each of the four types of units that move on the planet's surface. The numbers on the table refer to the rate for a horizontal or vertical move under ideal conditions. A diagonal move takes 1.5 times longer than a horizontal or vertical move, and local factors beyond your control may reduce a unit's movement rate to a lower figure than the one given here.

TABLE VI: UNIT MOVEMENT RATES AND TERRAIN

TERRAIN	SYMBOL	SPEED* (squares/hour)			
		Krellan Shock Troops	Krellan Warrior Cohort	UGA Forces	Planetary Troops
Clear		25	20	22.5	22.5
Water		5	4	4.5	4.5
Rough		10	8	9	9
River		12.5	10	11	11
Road		25	20	22.5	22.5
City		16.5	13	15	15
Industry		16.5	13	15	15
Space Port		16.5	13	15	15
Rubble		12.5	10	11	11
Landing Pad		12.5	10	11	11

* These times are approximate. Local factors beyond your control may vary these times.

14.5.2 Zones of Control

Every combat unit has a zone of control (ZOC) extending to the eight squares surrounding it (or fewer squares, if the unit is located on the edge of the zone). An opposing unit moves more slowly than normal when it enters a unit's ZOC, and movement from one square to another within the same unit's ZOC is especially time-consuming. Shock troops cannot teleport back to orbit while they are in an enemy unit's ZOC.

14.6 COMBAT

Combat is initiated when one unit attempts to move into the square occupied by an opposing unit. Units engaged in combat fire on one another simultaneously; the unit that started the combat gains no advantage.

The fire power of a unit determines its ability to damage another unit. After a unit engages in combat, it loses 25% of its combat effectiveness if it was the attacker and 20% if it was the defender. (Because of this, it is unwise to send the same unit into combat too frequently.) When a unit's combat effectiveness falls below 50% it will not be able to attack, and it will incur greater losses if forced to defend. A unit regains combat effectiveness gradually with the passage of time.

A shock troop cohort is especially vulnerable to attack just after teleporting to the planet surface; it loses 50% of its combat effectiveness immediately after landing. It also suffers a 25% loss of combat effectiveness immediately after being ordered to withdraw (teleport back into orbit).

The losses a unit takes in combat are measured in strength (number of troops), and are directly related to the unit's combat effectiveness and the opposing unit's fire power. Several units together attacking a single enemy unit will be more effective, since the defending unit's combat effectiveness will decrease more rapidly. When a unit's strength is reduced to 0, the unit is destroyed. If the destroyed unit was defending, then the unit that made the final attack on the defender will move into the vacated square.

14.6.1 Terrain Effects on Combat

The type of terrain on which a defending unit is located has an effect on the combat losses the defender will take. The higher the Defense Factor (DF) for a type of terrain (see Table VII), the fewer losses a unit defending that terrain will take. For example, a unit that is attacked while it is in a city (DF 2.0) will suffer half as many losses as a unit in clear terrain (DF 1.0). The terrain currently occupied by the attacking unit has no effect on this determination (it always uses a DF 1.0 in combat).

TABLE VII: TERRAIN EFFECTS ON COMBAT

TERRAIN TYPE	DEFENSE FACTOR	TERRAIN TYPE	DEFENSE FACTOR
Water	.5	Rough	1.4
Landing Pad	.9	Industry	1.7
River	.9	City	2.0
Road	.9	Space Port	2.0
Clear	1.0	Rubble	2.0

14.6.2 Planetary Morale and Replacements

Morale of the defending forces is a factor in any invasion of a planet with a technology level of 4 or higher, or any planet where UGA forces are present. Planetary morale increases as the enemy forces eliminate your combat units and repulse your attempts to conquer invasion zones. Planetary morale drops as you gain control of cities, eliminate enemy troops, and (especially) conquer entire invasion zones. Planetary morale is always an unknown quantity unless it falls to zero, at which point the planet will offer to surrender.

Planetary forces will receive replacement troops during an invasion, at a rate that depends on the morale and the number of reserves left on the planet.

Planets below technology level 4 (with no UGA forces present) do not have communications equipment, and are unable to spread news of battle losses between cities within the timeframe of an invasion. Therefore, these backward planets will never surrender, since they have no way to establish a planet-wide morale level. You must capture every city on these planets.

14.7 VICTORY CONDITIONS

An invasion can succeed in one of two ways: by capturing all of the cities on the planet, or by forcing the planet to surrender. In either case, victory is yours and the planet comes under the ownership of the Krellan Empire!

14.7.1 Capturing an Invasion Zone

An invasion zone is captured when one of these conditions is met:

1) Destroy all enemy units in the zone.
2) Capture (occupy with your units) all cities, industries, and spaceports in the zone. All remaining enemy units in the zone will then surrender.

You will receive a message when a zone is captured, and the frame around that zone's map in the Invasion Control Display (13.6) will turn magenta to indicate Krellan ownership. A captured zone cannot be retaken by the enemy, which means that you can pull out your forces and send them to another zone.

14.7.2 Forcing a Planet's Surrender

When planetary morale is a factor in an invasion, it may not be necessary to capture all cities in order to conquer the planet. Achieving several major military victories – destroying industries, capturing cities, eliminating enemy troops – may be sufficient to reduce the planet's morale to zero and bring about a surrender. Capturing the capital city of a planet is a severe blow to the enemy's morale, and is the single most important objective in any invasion. *You will not know which is the capital city, but because the capital is usually* relatively large and well-defended, you might be able to identify it.

SECTION 15. THE STAR FLEET II UNIVERSE

Every commander in the Imperial Krellan Space Forces, regardless of rank, has a lot of basic information about the universe at his disposal. This section contains facts about stars and planets, the ships in the Krellan fleet (particularly your battlecruiser), the organization of the Krellan military hierarchy, and the ships and technology of the United Galactic Alliance.

15.1 STARS AND PLANETS

The color of each star system displayed on the Navigational Star Map (4.6.3) is related to the spectral class of the star, as shown in Table VIII.

TABLE VIII: STAR CLASSES

CLASS	MAP COLOR	EXAMPLE
O	White	Hottest star (young)
B	Yellow/Brown	Hot supergiant
A	Red	Dwarf star
F	Green	Middle-aged
G	Cyan/Light Blue	Like Earth's sun, Sol
K	Magenta/Purple	Cool giant
M	Blue	Cool supergiant or dwarf

Habitable planets and those with supplies are most likely to be found in class F and G star systems, but are not limited to those systems. Starforts and starbases can be located in any type of star system, or even in a regional location that has no star.

A star can have as many as four planets, and each planet belongs to one of seven classes, described in Table IX. Habitable planets are class A, D, or K with supplies and no dangerous radioactivity.

Intelligent native life (if any) on a planet is of one of three types: *humanoid*, *mammalian*, or *reptilian*. In addition, an inhabited planet is classified according to the technology level of the natives, as described in Table X.

TABLE IX: PLANETARY CLASSES

CLASS	DESCRIPTION
A	Krella-size, Aquatic
B	Krella-size, Barren with atmosphere
D	Krella-size, Desert
F	Frozen, airless
G	Gaseous giant
K	Krella-like
P	Krella-size, Poisonous atmosphere

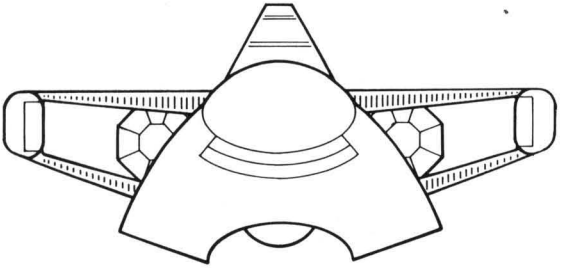
TABLE X: PLANETARY TECHNOLOGY LEVELS

LEVEL	DESCRIPTION
0	Little or no intelligence
1	Primitive: nomadic hunters
2	Primitive: agricultural society
3	Medieval: pre-industrial society
4	Medium: early industrial civilization
5	Medium: early nuclear civilization
6	Advanced: planetary travel
7	Advanced: Krellan-level or higher

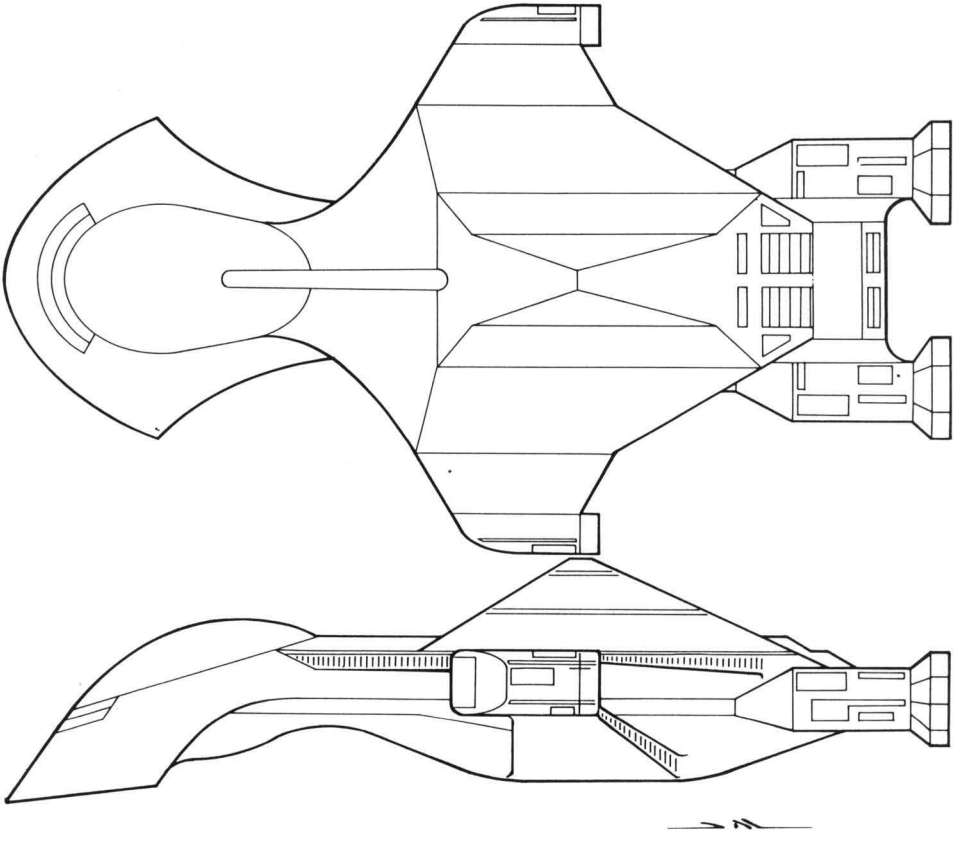
15.2 THE KRELLAN FLEET

The Krellan Empire uses four types of space vessels: battlecruisers, destroyers, supply transports, and troop transports. In addition, there are starforts dispersed throughout Krellan-occupied space that are used for supply and repair of these ships. Important information about each type is summarized on the following pages.

Battlecruiser — Klagar Class

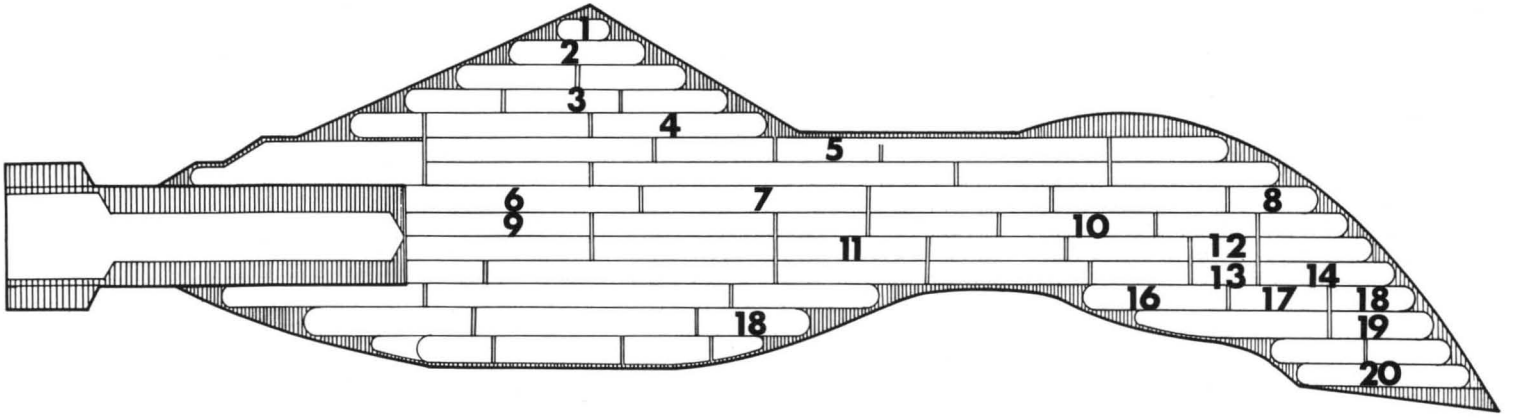


Maximum Safe Cruising Speed	C-Factor 8
Emergency Speed	C-Factor 10
Maximum Sublight Speed	0.9
Torpedoes	24
Torpedo Tubes	2
Phaser Banks	1
Maximum Total Power (units)	4000 (main) 100 (emg.cells)
Maximum Supplies (units)	1000
Defensive Shields	1
Critical Systems	12
Tractor Beams	1
LRS Sensor Range	20
Officers	35
Ratings	240
Shock Troops	150



The battlecruiser – the type of ship you will command on your missions – is the most powerful starship in the Krellan fleet. A detachment of four destroyers is assigned as escorts to every battlecruiser commander with the rank of Centurion or higher. A battlecruiser and its escorts are collectively known as a *battle fleet.*

Battlecruiser Deck Profile



Critical Systems

1. Shield Generators
2. Shield Controls
3. Auxiliary Battle Bridge
4. Auxiliary Navigation Bridge
5. Teleporters
6. Auxiliary Power Reactors
7. Main Computers
8. Communications
9. Engine Controls
10. Battle Bridge
11. Main Life Support System
12. Auxiliary Teleporters
13. Auxiliary Life Support
14. Navigation Bridge
15. Auxiliary Computer
16. Bridge Computer
17. Long Range Sensors
18. Torpedo Control
19. Phaser Control
20. Short Range Sensors

Crew Requirements: A battlecruiser requires a minimum of 20 regular crew (not shock troops) to operate essential ship systems, including engines and weapons. If your crew is reduced to less than 20, you are restricted to calling up displays and operating shields, teleporters, and communications.

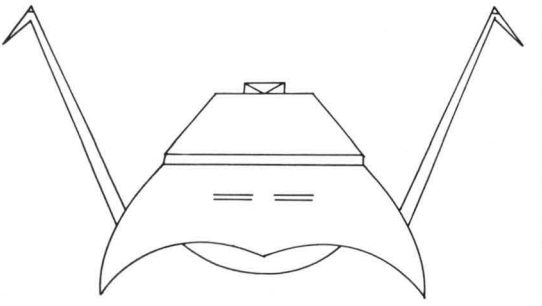
Power and Supplies Management: The following notes explain how your ship's energy capacity and supplies are used, and how to conserve those resources when necessary. The percentages given for power usage are not raw figures, but express a relative rate of use. For example, using your tractor beam to draw in an object does not take 20% of your remaining power; the usage rate of 20% means that the energy needed to perform this task is four times greater than the amount of power needed to hold the object in tow.

In these notes, "*" and "/" stand for multiplication and division, respectively.

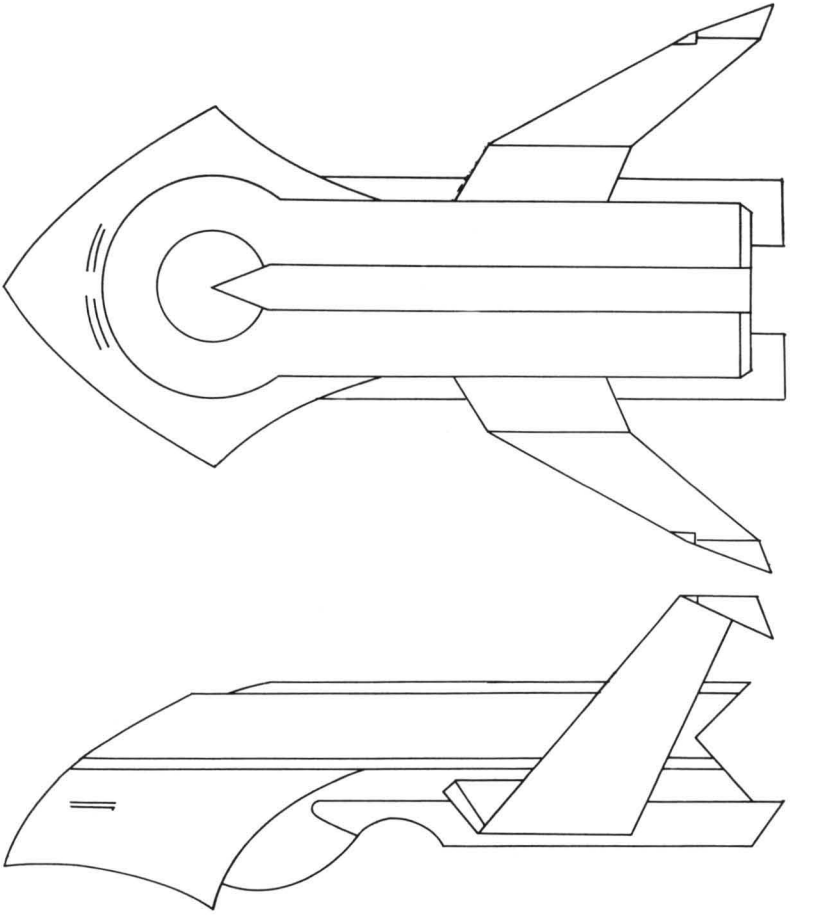
- Power usage and quantity level indicators are updated every 0.05 days.
- Minimum power usage is 5% at idle (all systems on except engines, weapons, shields, tractor beam, and teleporters) when your ship is not docked at a starfort, and 1% when it is docked.
- When your shields are on, power usage is increased and energy quantity is decreased by (power level/4 + shield level/8).
- Energy quantity is reduced by (10*C-Factor)/4 units when your hyperdrive engines are on.
- Hyperdrive engines increase power usage above the normal 5% rate by (5+C-Factor)%. For example, moving at C-Factor 8 increases power usage by 13%, up to 18%.
- Sublight engines increase power usage by (10*C-Factor)%. Thus, sublight travel at C-Factor 0.9 increases power usage by 9%, up to 14%.
- The tractor beam increases power usage by 20% while drawing an object or another ship toward your ship. Once the object is in tow, a power usage of 5% is needed to hold the object while your ship is moving.
- If your main energy supply is depleted, the emergency power cells will be automatically switched on. Emergency power cells can only be recharged from your ship's main energy supply, which is automatically replenished when you dock at a starfort. Emergency cells are recharged at the rate of 4% of full capacity every 0.05 days; while they are being recharged, the power usage of your main energy supply will be increased by 5%.
- Supplies are not used from your ship's stores while you are docked, or while being resupplied by material transport from a landing party.

Destroyer

Piranha Class

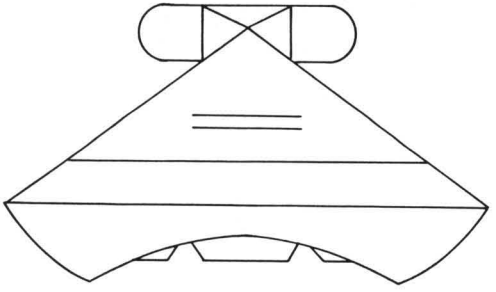


Maximum Safe Cruising Speed	C-Factor 8
Emergency Speed	C-Factor 10
Maximum Sublight Speed	0.9
Torpedoes	10
Torpedo Tubes	1
Phaser Banks	0
Maximum Total Power (units)	1000
Maximum Supplies (units)	200
Defensive Shields	1
Critical Systems	10
Tractor Beams	0
LRS Sensor Range	20
Officers	22
Ratings	113
Shock Troops	25

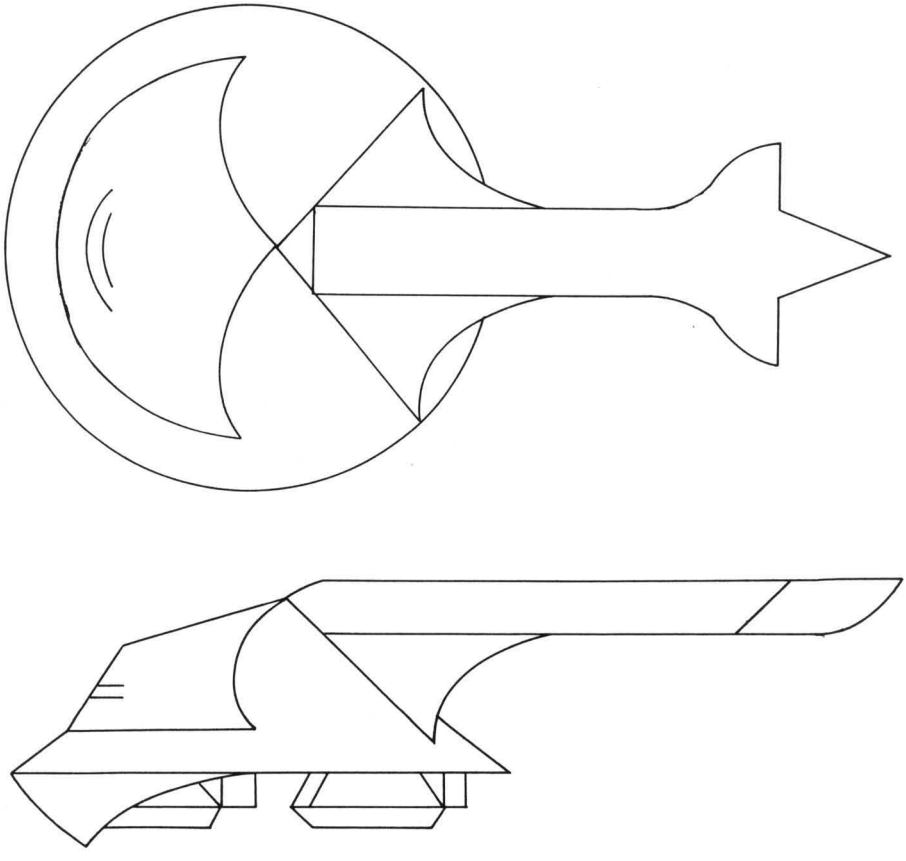


The destroyer is a small and highly maneuverable starship, ideal for fast attacks. Individually, these ships are no match for Alliance destroyers, but when combined in small attack forces they can be deadly. Destroyers are often used as escorts for battlecruisers and transports.

Supply Ship (Type A Transport) — Nebula Class

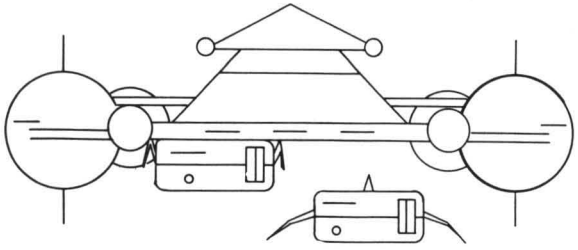


Maximum Safe Cruising Speed	C-Factor 6
Emergency Speed	C-Factor 8
Maximum Sublight Speed	0.6
Torpedoes (cargo)	60
Torpedo Tubes	0
Phaser Banks	0
Maximum Total Power (units)	3000
Maximum Supplies (units)	3200
Defensive Shields	1
Critical Systems	10
Tractor Beams	1
LRS Sensor Range	10
Officers	45
Ratings	235
Shock Troops	100
Probes (cargo)	25
Obliterator Pods (cargo)	10

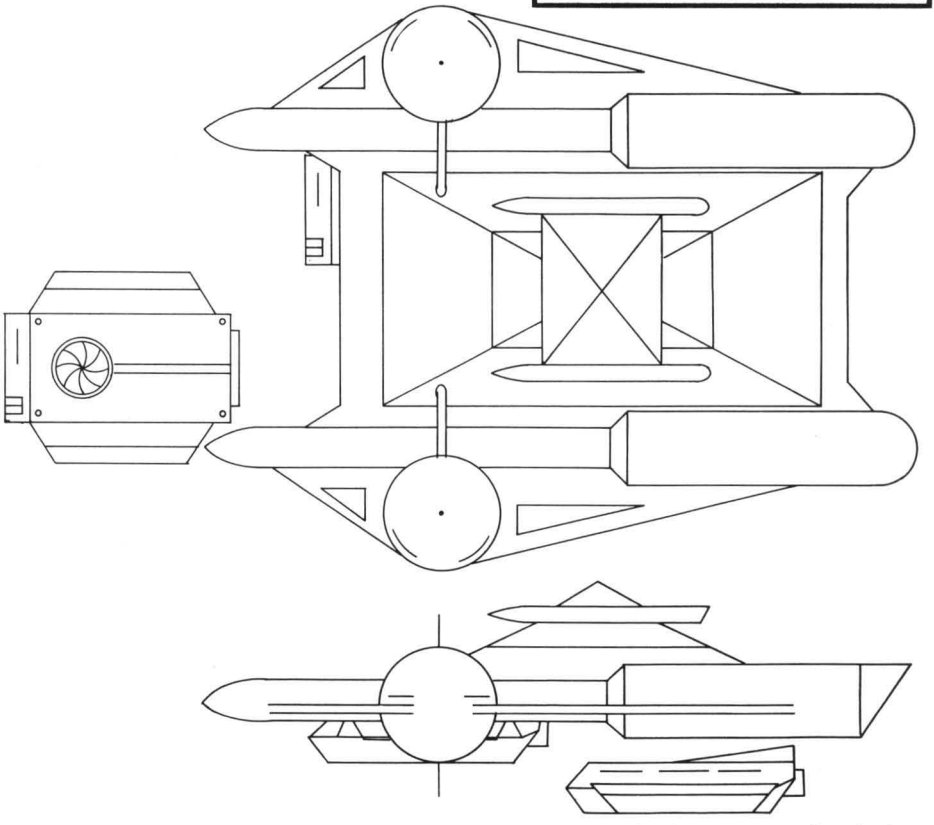


Supply ships carry materials – standard supplies, energy, torpedoes, and heavy equipment used in invasions – to replenish and service other Krellan vessels and troops in the region. Capable of carrying up to 3000 supply units within a single detachable pod, this is the second largest starship in the Krellan fleet.

Troop Ship (Type B Transport) — Avenger Class



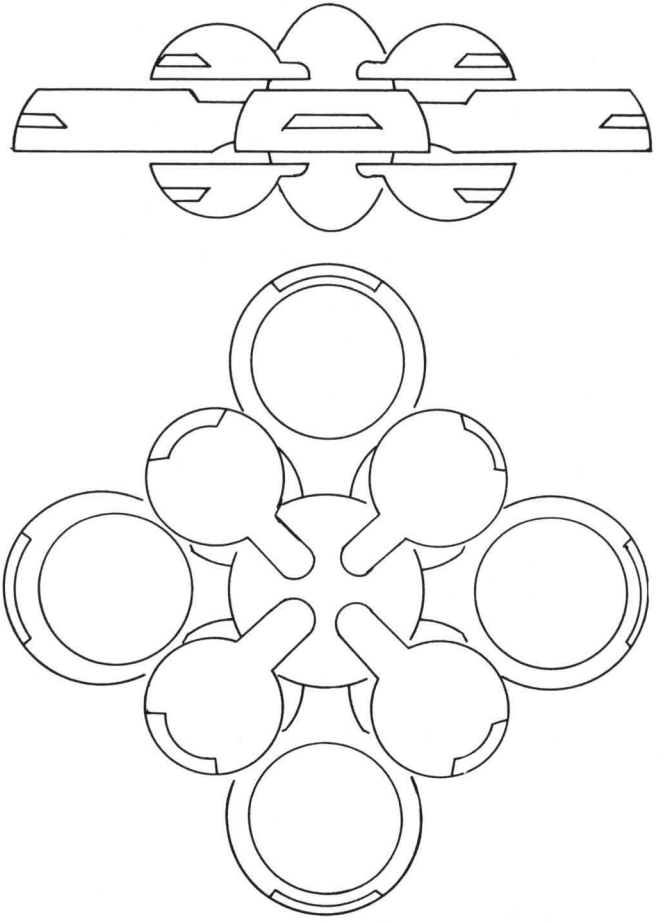
Maximum Safe Cruising Speed	C-Factor 6
Emergency Speed	C-Factor 8
Maximum Sublight Speed	0.6
Torpedoes	0
Torpedo Tubes	0
Phaser Banks	0
Maximum Total Power (units)	3000
Maximum Supplies (units)	3000
Defensive Shields	1
Critical Systems	9
Tractor Beams	0
LRS Sensor Range	10
Officers	56
Ratings	324
Shock Troops	100
Legions	4
Troops	40,000
Emergency Load (troops)	60,000
Drop Ships	4



The largest starship in the Krellan fleet, a troop transport can hold as many as four legions (40,000 soldiers) in addition to equipment and supplies. If equipment and supplies are used up, a troop ship can take 60,000 soldiers on board in an emergency. Troops and supplies are normally carried in the main superstructure, and are transported to the surface of a planet by means of four detachable pods called drop ships. Released while the transport is in orbit, the drop ships can make several trips from the mother ship to the planet during an invasion.

Protector Class

Torpedoes	unlimited
Torpedo Tubes	2
Phaser Banks	2
Maximum Total Power (units)	12000
Maximum Supplies (units)	unlimited
Defensive Shields	1
Critical Systems	10
Tractor Beams	1
LRS Sensor Range	20
Officers	435
Ratings	3065
Shock Troops	1000
Replacement Crew	1500



Starforts are a constant and dependable source of supplies, crew replacements, and repair facilities. Located throughout Krellan owned and occupied space, each region contains at least three starforts. The location of each starfort is known at the start of your mission. There are no starforts within Alliance occupied space.

15.3 THE KRELLAN MILITARY ORGANIZATION

Imperial Krellan Fleet Headquarters controls the Krellan fleet and ground forces. The Fleet and ground forces have different internal structure and rules, but work closely together.

The Imperial Fleet officers corps consists of seven active ranks (Altern, Centurion, Sub-Commander, Commander, Prefect, Sub-Admiral, and Admiral) and one honorary court rank (Imperial Tribune).

The Krellan ground forces are composed of warrior troops, and are normally organized as follows:

Team	=	10 warriors	
Century	=	10 teams	(100 warriors)
Cohort	=	10 centuries	(1,000 warriors)
Legion*	=	10 cohorts	(10,000 warriors)
Corps	=	10 legions	(100,000 warriors)
Army	=	10 corps	(1,000,000 warriors)

For the express purpose of invading planets from orbit, a special legion was formed called an *Assault Legion* (indicated by the asterisk above). Each assault legion contains seven cohorts of warriors (7,000 total) and four cohorts of specially trained and lightly armed elite shock troops to lead the assaults. These cohorts are smaller with only 750 shock troops each.

The ground forces are all-purpose, self-contained fighting units, but from the cohort level on down, the units are specialized. The legion is the largest permanent unit; corps and armies change their composition as required.

At the start of our conquest of the Alliance, the Krellan ground forces consisted of 8,512 Legions (78 Armies plus training and reserve Legions).

15.4 KRELLAN DECORATIONS AND AWARDS

To give you incentive not only to complete missions but to perform as well as possible, Krellan Fleet HQ has established a number of decorations and special awards to recognize outstanding achievement. All awards are presented at the end of a mission and become a part of your permanent service record.

15.4.1 Mission Awards

These decorations are awarded based on the numbers of Krels earned and slaves delivered during your missions, but are only given for missions undertaken at the maximum difficulty level possible for your current rank. The awards will only be bestowed for successful missions.

TABLE XI: KRELLAN MISSION AWARDS

Level*	Decoration
I	1. Henri Zae Ribbon for Loyalty
(500)	2. Krellan Award for Gallantry
	3. Empire Defense Shield
II	1. Nebula Defense Cluster
(1000)	2. Bronze Serpent
	3. Silver Flame of Torack
	4. Nebula Defense Cluster with Palms
III	1. Medallion of Death
(1500)	2. Silver Serpent
	3. Crossed Sabres of Kree with Silver Star
	4. Medallion of Death with Emeralds
IV	1. Gold Serpent
(2000)	2. Order of the Black Knights
	3. Crossed Sabres of Kree with Gold Star
	4. Gold Serpent with Rubies
V	1. Hero of the Empire Gold Skull
(2500)	2. Hero of the Empire Gold Skull with Sabres
	3. Hero of the Empire Gold Skull with Sabres and Rubies

* Number in ( ) is the total number of Krels earned in mission required for this award.

Awards are presented in numerical order within each level. If you have received the highest-numbered award available, the sequence starts over. You can earn the same decoration more than once.

15.4.2 Special Awards

You can also win nine special awards for certain significant achievements:

Space Combat Medal: For being in ship-to-ship combat with an enemy warship or starbase. Awarded only once.

Space Assault Medal: For personally conducting a boarding assault by Krellan shock troops on an enemy ship or starbase. Awarded only once.

Planetary Assault Medal: For initiating a planetary assault against a planet with hostile forces of technology level 2 or higher. Awarded only once.

The following awards are bestowed only if the mission was successful:

Medal of Conquest (with Bronze Talons): For personally leading an invasion and conquest of a planet of technology level 2-4. Bronze Talons are awarded for each successive achievement beyond the first.

Matci Medal of Conquest (with Silver Talons): For personally leading an invasion and conquest of a planet of technology level 5 or 6. Silver Talons are awarded for each successive achievement beyond the first.

Zagar's Dagger of Conquest (with Gold Talons): For personally leading an invasion and conquest of a planet of technology level 7, or a planet that is under Alliance ownership. Gold Talons are awarded for each successive achievement beyond the first.

Zae Medal of Honor: For outstanding feats of brutality, which for Krellans are signs of strength and honor. Examples include obtaining information by torturing captives, destroying inhabited planets, or killing all prisoners.

Silver Talon of Treachery: For outstanding feats of treachery such as accepting a surrender and then killing all the captives, pretending to surrender and then destroying the enemy when they have lowered their guard (or shields), or attacking a planet with which you have established a treaty.

Honorary Rank of Imperial Tribune: Awarded to officers who successfully complete their last Level 7 mission.

15.5 THE ENEMY FLEET

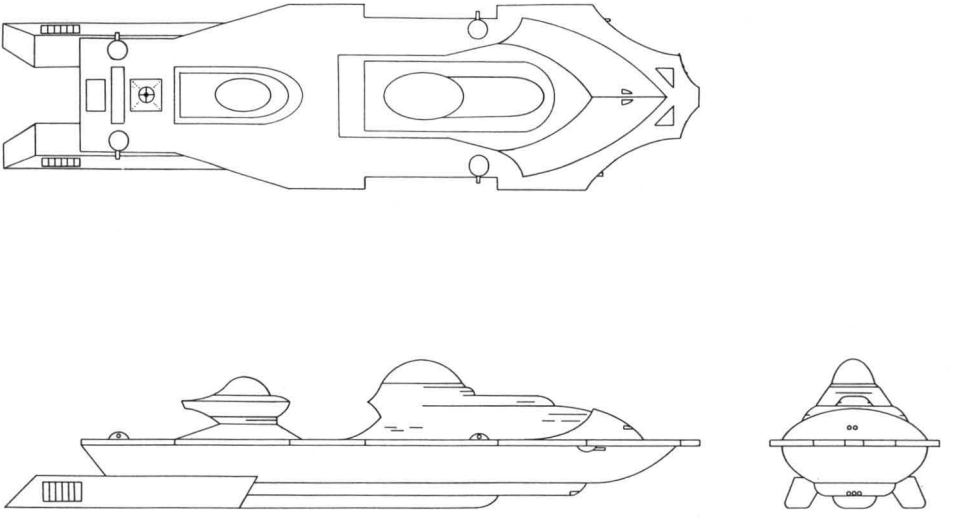
Through a combination of other commanders' experiences in battle and the dedicated efforts of Krellan intelligence operatives, you have access to a large body of information on the ships and bases of the United Galactic Alliance. A summary of enemy ship characteristics is given in Table XII, followed by detailed descriptions and drawings of each ship.

TABLE XII: CHARACTERISTICS OF THE ENEMY FLEET

	Heavy Cruiser	Light Cruiser	Destroyer	Frigate	Scout	Freighter	Star Liner	Star Base
Max. Speed[1] Hyperdrive Sublight	8 0.9	8 0.9	8 0.9	8 0.9	7 0.9	6 0.7	6 0.6	– –
Torpedoes	20	16	12	10	10	60	0	?
Torpedo Tubes	5	2	1	1	1	0	0	2
Phaser Banks	6	2	2	1	0	0	0	2
Phaser Range[2]	5	5	5	5	–	–	7	–
Total Power[3]	5000	3000	2000	1000	500	1000	1000	15000
Supplies[3]	1200	1000	600	500	200	3000	2000	?
Defensive Shields	4	1	1	1	1	1	1	1
Critical Systems	13	13	11	11	10	10	9	?
Tractor Beam	1	1	0	0	0	1	0	?
L.R.S. Range[2]	20	20	20	20	20	10	10	20
Officers	58	45	30	25	15	10	10	?
Crew (Ratings)	372	325	170	145	110	105	190	?
Marines	70	60	50	30	25	15	20	500

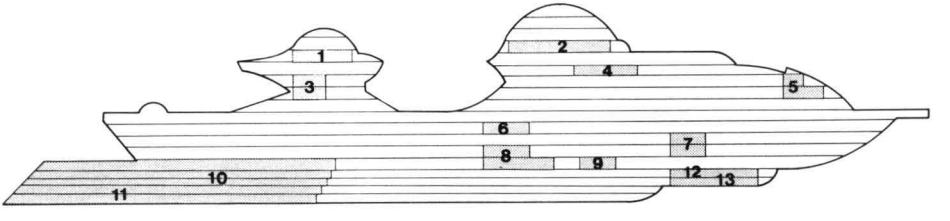
NOTES: [1] Speed is in C-Factors.
[2] Range is in system points.
[3] Total Power and Supplies are given in units.

UGA Heavy Cruiser — Invincible Class

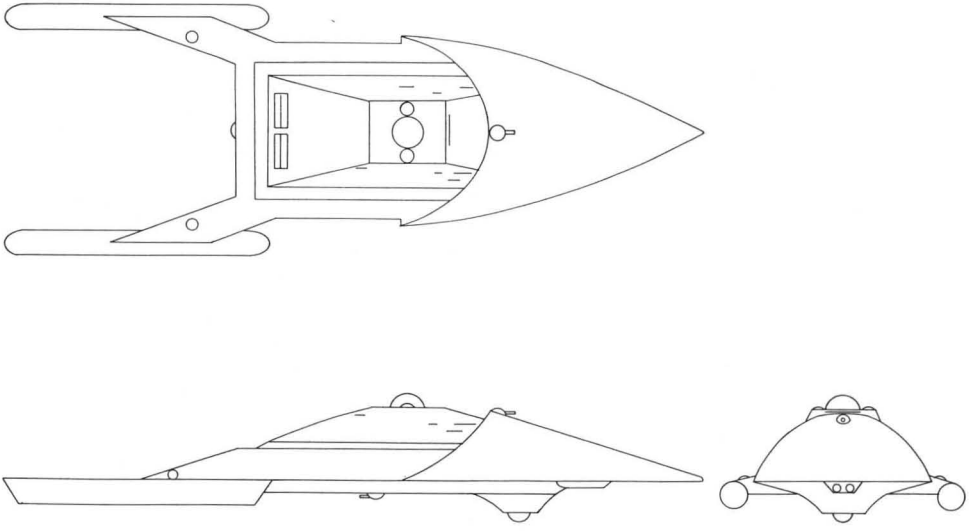


• **Primary functions:** Exploration and conquest of new territory
Defense of UGA

The *Invincible* class heavy cruiser is the newest and most powerful ship in the UGA Star Fleet. Its armament – five torpedo tubes and six phasers – makes it a match for a Krellan battle fleet. Its only known weaknesses, which should be exploited, are: 1) it carries only 20 torpedoes, so can fire only four full salvos; 2) it carries only 70 space marines, making it vulnerable to capture by boarding; and 3) each ship usually operates alone, without escorts.

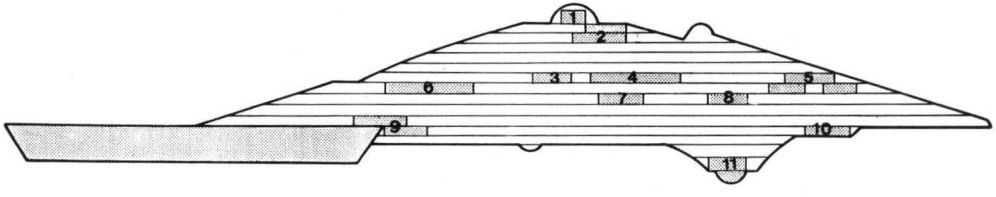


1 Long Range Sensors
2 Primary Bridge
3 Auxiliary Life Support
4 Weapon Control
5 Shield Control and Generator
6 Main Computer
7 Primary Life Support
8 Auxiliary Power Units
9 Transporters
10 Engineering
11 Main/Auxiliary Engines
12 Tractor Beam
13 Short Range Sensors



• **Primary function:** Patrol and enforcement

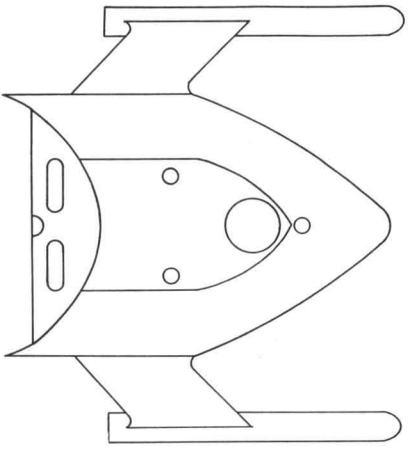
The *Patton* class light cruiser was the most powerful ship in the UGA Fleet before the development of its larger successor, the heavy cruiser. It is still a formidable adversary, nearly as powerful as a battlecruiser, but not a match for a full battle fleet. Light cruisers are often accompanied by a destroyer or frigate escort.

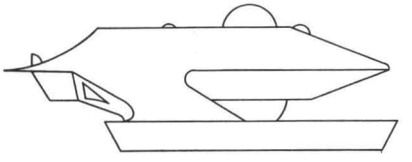


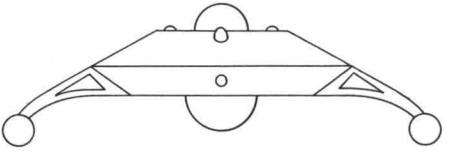
1 Long Range Sensors
2 Bridge
3 Auxiliary Bridge
4 Main Computer
5 Weapon Control
6 Shield Control
7 Primary Life Support
8 Transporters
9 Engineering
10 Tractor Beam
11 Short Range Sensors/Tracking

UGA Destroyer

Leopard Class

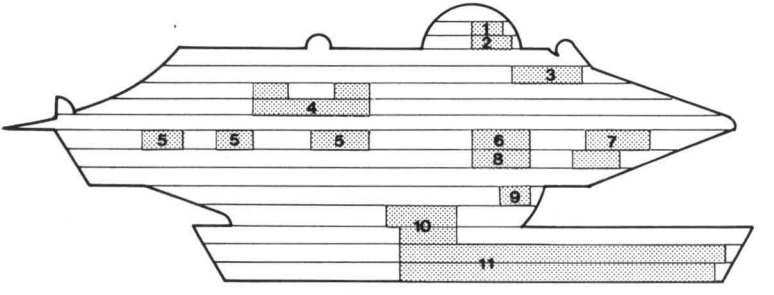




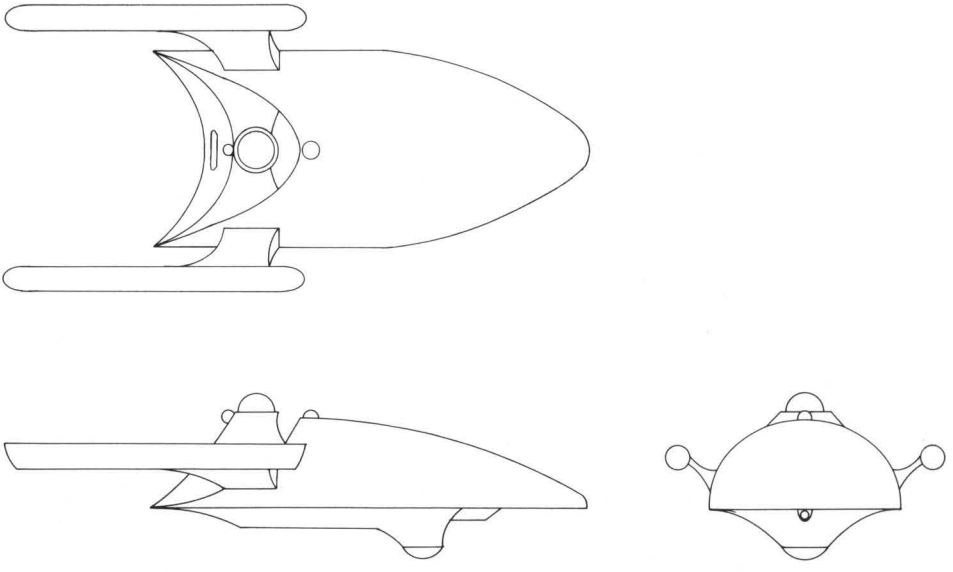


• **Primary function:** Patrol and enforcement

Destroyers are the mainstay of the UGA Fleet, quite powerful for their size but less numerous than their Krellan counterpart. They are used individually for patrol, and in squadrons of three to five ships for major battles. The main weakness of the *Leopard* class vessels is their lack of sufficient energy reserves to power both phasers and shields during extended periods of combat. They also lack a tractor beam, and are susceptible to capture by boarding.

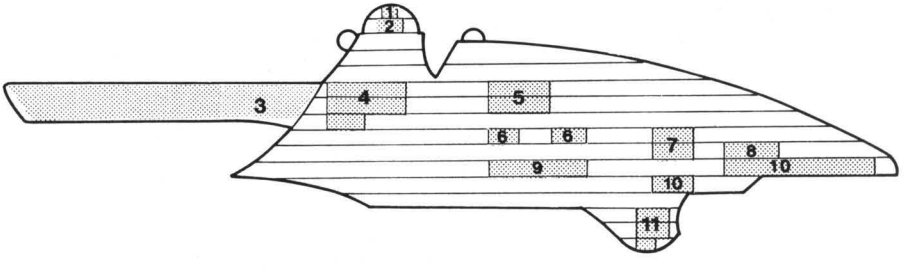


1 Long Range Sensors
2 Shield Control and Generator
3 Primary Bridge
4 Main Computer
5 Primary Life Support
6 Auxiliary Power
7 Weapon Control
8 Auxiliary Life Support
9 Short Range Sensors
10 Engineering
11 Main/Auxiliary Engines



• **Primary function:** Escort

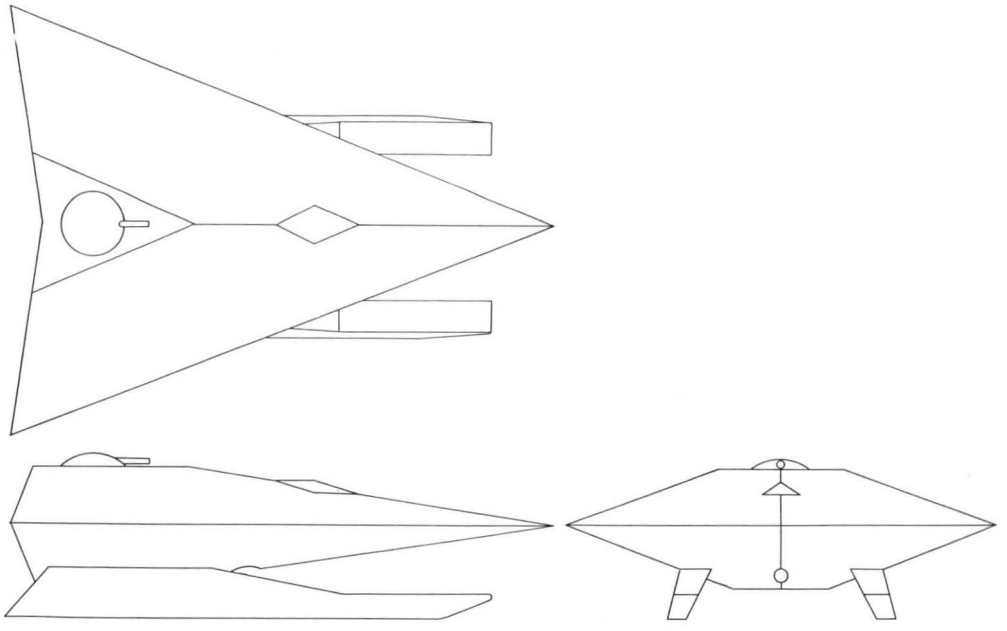
The *Australia* class frigate is the most numerous type of warship in the UGA Fleet, and is used almost exclusively for escort duties. One or more frigates usually escort freighters and starliners, and are sometimes attached to a heavy or light cruiser. Frigates are roughly equivalent to Krellan *Piranha* class destroyers in size and strength, but with the addition of a phaser bank. However, the phaser can be a powerful energy drain during extended combat, and their shields will usually collapse before the end of a battle.



1 Long Range Sensors
2 Shield Control and Generator
3 Main/Auxiliary Engines
4 Engineering
5 Main Computer
6 Primary Life Support
7 Auxiliary Life Support
8 Primary Bridge
9 Auxiliary Power
10 Weapon Controls
11 Short Range Sensors

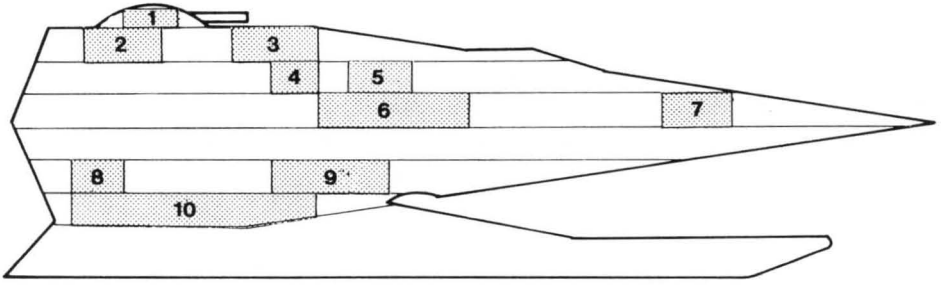
UGA Scout

Daniel Boone Class



• **Primary function:** Exploration and intelligence gathering

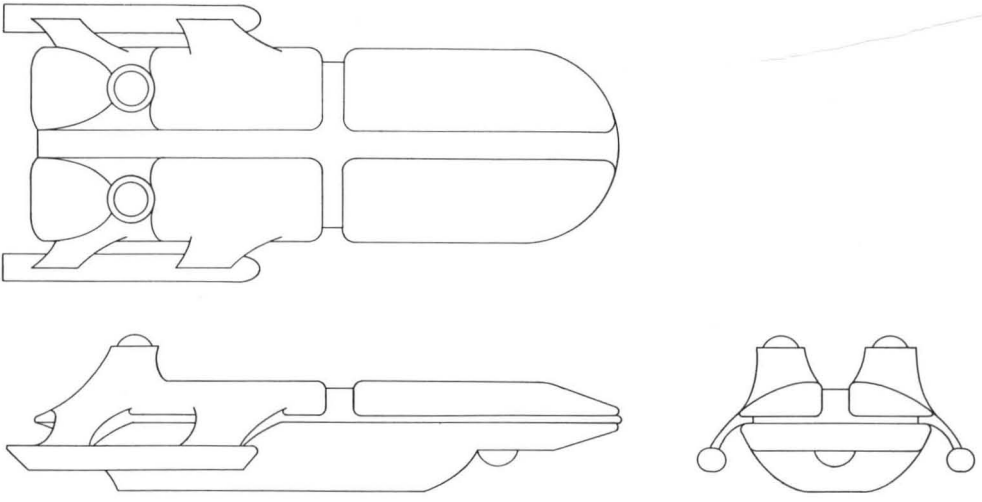
The *Daniel Boone* class scout is the primary ship used by Star Fleet to explore unknown space in search of new planets and civilizations to exploit. In war, scouts are generally used on intelligence-gathering missions in enemy space. Scouts usually operate alone and are very self-sufficient. However, they are lightly armed and weak in combat, and will usually summon a cruiser in a dangerous situation. The UGA scout is outmatched by Krellan destroyers.



1 Photon Torpedo Bay
2 Shield Control
3 Bridge
4 Weapon Control
5 Main Computer
6 Life Support System
7 Sensors
8 Transporters
9 Auxiliary Power and Life Support
10 Engineering

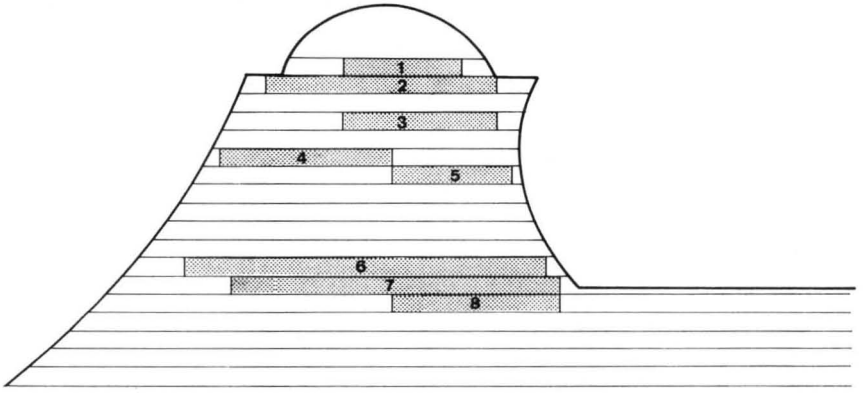
UGA Freighter

Star Trader Class



• **Primary function:** Transport of supplies and UGA troops

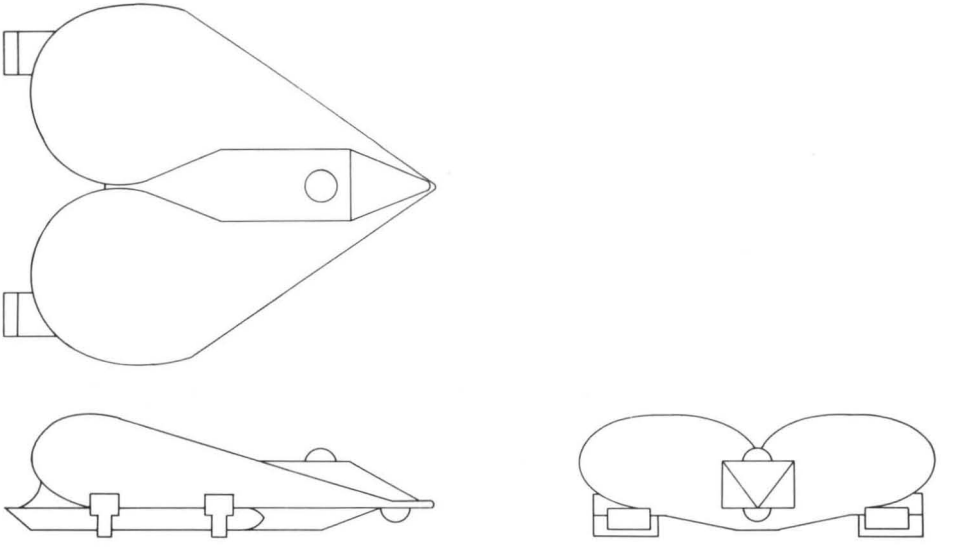
Freighters are the largest ships in the UGA fleet, combining the functions of Krellan supply and troop transports. The *Star Trader* class vessels travel between civilized planets and to starbases. They are unarmed, slow, and easy prey if you are fortunate enough to encounter one traveling by itself, but in many cases a freighter will have one or more frigate escorts. Capturing a freighter is a good way to replenish your energy and supplies if you are far from a starfort.



1 Bridge
2 Shield Control and Sensors
3 Main Computer
4 Primary Life Support/Transporters
5 Tractor Beam
6 Engineering
7 Engineering
8 Auxiliary Power Units

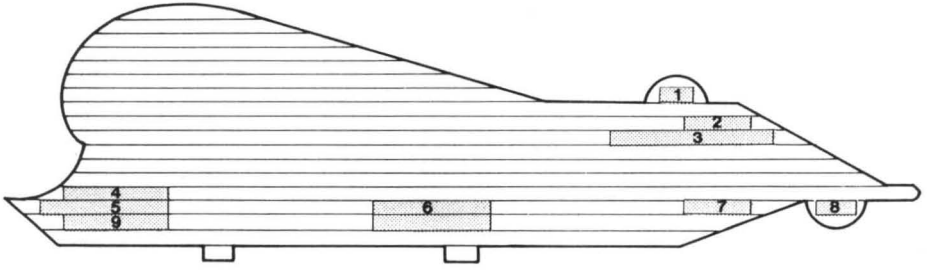
UGA Starliner

Princess Class



• **Primary function:** Transport of civilians in decadent luxury

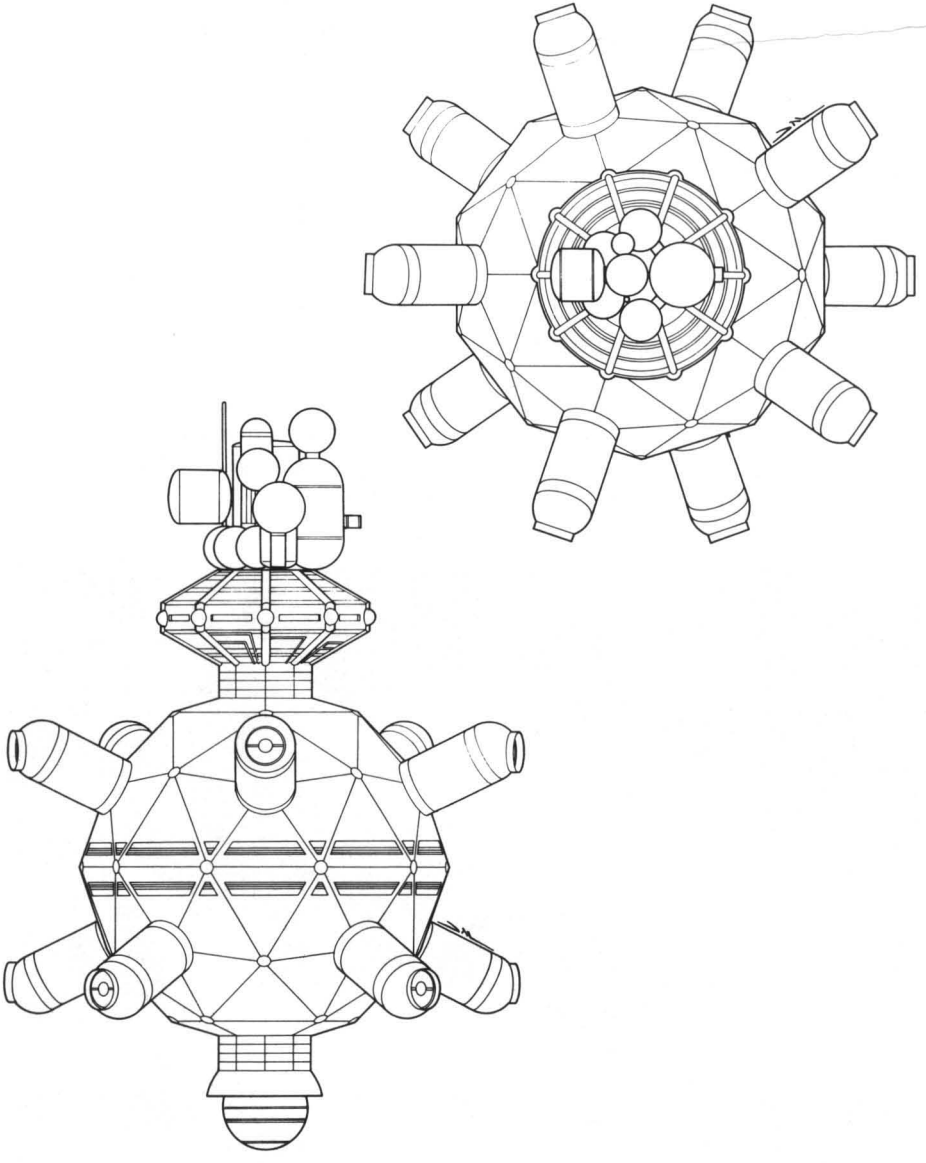
The *Princess* class starliner is the epitome of UGA decadence, catering to the every whim of the weakling ruling class. Traveling on regular routes between UGA colonies, they are unarmed and slow, but often escorted by one or more frigates. Because starliners carry a large amount of supplies and many passengers, capturing one will yield extra energy, many slaves for the Empire, and possibly vital information, as important UGA government officials are often on board.



1 Bridge
2 Shield Control
3 Main Computers
4 Engineering
5 Main Engines
6 Primary Life Support
7 Transporters
8 Sensors
9 Auxiliary Engines

UGA Starbase

Guardian Class



- **Primary functions:** Repair and resupply of Alliance vessels
  Provides front line defense against invasion

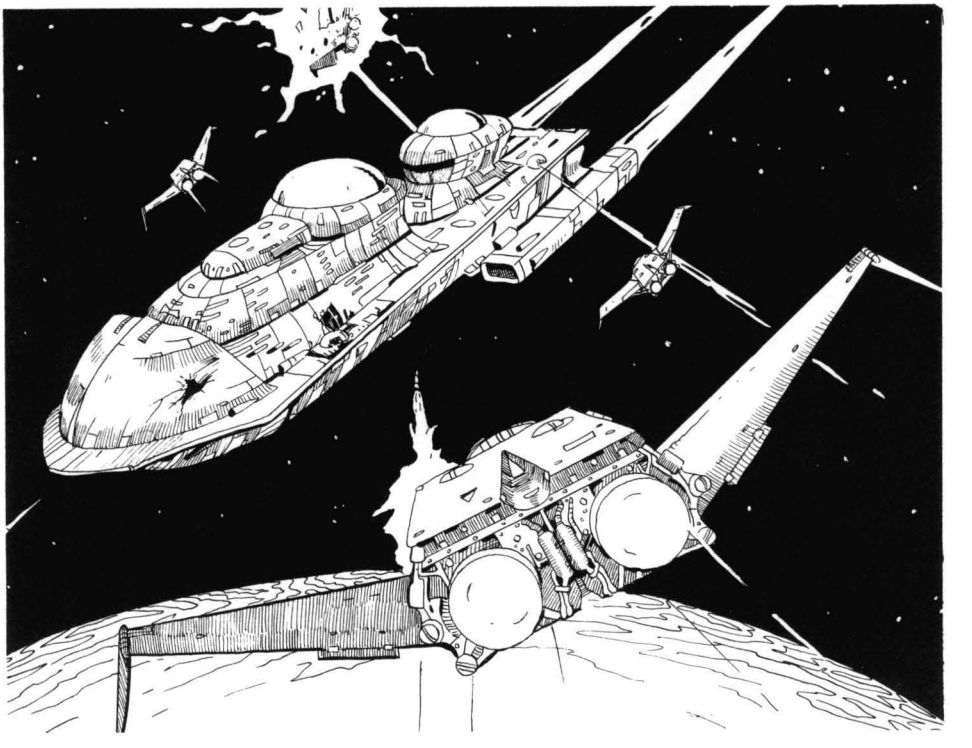
The *Guardian* class starbases are the backbone of the Alliance defenses. They are heavily armed space forts that provide shelter and support facilities for Star Fleet ships. It will require at least one battle fleet to destroy a starbase, probably more. Their phasers are very powerful, and outrange yours (seven points versus five), so exercise extreme caution when approaching a starbase.

15.5.1 UGA Regional Fleet Headquarters

No doubt the Krellan commander who succeeds in locating and destroying this outpost will live forever in the annals of the Empire. At present, we have very little data outside of the knowledge that such an outpost does exist somewhere deep in Alliance territory. It is an enormous artificial structure, probably the size of a large asteroid or a small moon.

15.5.2 Enemy Mines

The UGA has mastered the technology of using ship torpedoes as mines, dropping them in desired locations within a star system where they remain stationary and ready to explode upon contact with your ship. Because of its small size and low energy output, a mine cannot be detected by your ship until you are adjacent to it. If the mine is in your path and you are traveling at C-Factor 0.5 or higher, you will not be able to stop or swerve in time to avoid the collision. If a mine has been detected but not exploded, the MINES warning indicator on your Main Display will come on. When you move more than 5 points away from the last known mine, the indicator will go off. Mines can be destroyed by manually firing your phasers at them.



SECTION 16. STRATEGY AND TACTICS

This section contains information that is not essential, but will help you succeed in your missions, especially the more complex and challenging ones you will be given when you reach higher ranks.

If you want to learn about strategy and tactics by operating your ship and trying various combinations of commands, then do not read this section all at once.

Section 16.1 contains instructions and suggestions on how to accomplish the general objective of every mission you undertake: conquering a region.

Section 16.2 contains information on combat tactics that will be helpful when you encounter the various types of Alliance ships and technology. Used in conjunction with the data on the enemy fleet in 15.5, these facts will enhance your prospects of taking on an enemy vessel and living to tell about it.

Section 16.3 contains information and strategy suggestions that may help you personally conduct planetary invasions, especially of high technology or UGA planets.

16.1 CONQUERING A REGION

Regardless of the specific objectives you may be given in your mission orders, the general goal of every mission is for Krellan forces – those under your control as well as all others present – to gain control of an entire region. This goal is best accomplished in a step-by-step fashion, taking all of the following advice into account as it becomes relevant.

16.1.1 The Shakedown Cruise (Getting Started)

Before you go off trying to conquer the Alliance, it is important for you to become familiar with your ship. You will have plenty of time for this, since your first missions as an Altern will not involve handling escorts or participating in planetary invasions; you will be conducting reconnaissance and pulling off small-scale raids that will test your abilities, but not tax them unreasonably. You will also be given plenty of time to complete your mission objectives.

To familiarize yourself with your ship on your first mission, take some time to move around your starting star system, trying manual navigation as well as the navigation targeter, to move to an object such as a planet. Try calling up various displays and executing commands. Do not be concerned about spending a fair amount of time getting used to your ship and what it (and you) can do; the knowledge you gain now will be very valuable when you actually need it later.

When you earn the rank of Centurion, you will receive your first group of escorts – your first opportunity to use the *Escorts* command (10.4). Be sure to assign the destroyers to a formation before moving away from the starfort. Then move around the system, assigning various formations to your escorts, and watch the results. Also practice giving them simple orders, such as *Rendezvous*. It is better to get used to doing this now, in the safety of your own system, than in the heat of battle when you cannot afford to make mistakes.

16.1.2 Reconnaissance

On most, if not all, of your missions, your first task will be to learn as much about the region as possible. One of the primary responsibilities of independent Krellan destroyers is to explore the region, and the reports and data you receive from them as your mission progresses will be very valuable. However, you should not rely entirely on outside sources. If you see any interesting star systems in the region, travel to one and look at it yourself, or send probes. It is usually a good idea to move to a centrally located star system and then send probes to surrounding systems. While you are checking out the central system, you will receive reports from the probes, and with the *Database* command can look at maps of the systems they have reached.

When you leave one star system to move to another, your ship will move to an edge of the current system before your hyperdrive engines will be engaged. Therefore, to save time when you are moving to an unmapped star system, it is usually best to target a destination that is within a couple of points of the edge. That way, if you find nothing of interest, you can quickly reach the system edge and jump to another location.

The two most important things to look for in a new system are starbases and habitable planets. When you enter the system, an analysis is performed automatically to tell you the classifications of any planets in the system. You do not need to visit class G or B planets if you are only looking for supplies or civilizations (although class B planets could have Alliance forces on them), but enemy ships can be in orbit around any type of planet, and you will not know about their presence unless you (or other Krellan ships) go into orbit around the same planet. The presence of a starbase in a system will not be revealed until it comes within sensor range of a Krellan ship. You may have to do a sweep of the entire system to determine if a starbase is present. This tedious process is greatly simplified if you have four escorts, which can be moved into system search formation (10.4.1.1) much more quickly than your ship can move to each of those locations in succession.

To aid in your hunt for enemy ships, set up a manned base, if possible, on at least one planet in every star system you visit. After you have left the system, the base personnel will be able to report on the arrival and departure of enemy ships within the system. If there is already a Krellan planet or base (established by another ship) in the system, it is probably not necessary to set up a base, unless you are expecting a strong enemy attack.

16.1.3 Attack Procedures

Enemy ships: Based on what you know about the various types of Alliance ships (15.5 and 16.2), you will have to decide whether the forces under your immediate command are capable of defeating a UGA ship or group of ships you have detected. If you think you are overmatched, your first thought should be to call for reinforcements; it is better to share the rewards and the glory than to risk being destroyed. However, one of your personal objectives is to rise through the ranks, and defeating a superior force is definitely a way to impress Imperial Krellan Fleet HQ – but you should probably only attempt this when you are an experienced commander at higher ranks.

Starbases: Destroying one of these Alliance outposts should be a top priority for any Krellan force that locates it, because without support from their base, enemy ships in the vicinity will be much more vulnerable. However, it is not wise to attack a starbase single-handedly. Even with the support of your escorts, subduing a starbase is very risky and requires great skill. A starbase's weapons have more power and longer range than yours, and a base often has the assistance of enemy warships docked there.

Regional Fleet Headquarters: Overpowering this awesome fortress will be the ultimate test of your ability both as a ship commander and as a leader of other forces. When you locate this outpost, expect it to be surrounded by minefields and supported by a sizable number of warships – plus whatever vessels will be called into the fray once an assault begins. The only way you can hope to succeed in a battle against this behemoth is to organize and coordinate an attack by all the forces at your disposal.

16.1.4 Acquiring Planets

Conquering or otherwise acquiring planets is a fundamental step in gaining control of a star system, which leads to control of the entire region. Even before you are given the responsibility of participating in planetary invasions (at the rank of Sub-Commander), you can contribute to this effort by trying to negotiate a treaty or by initiating *Operation Big Brother*.

You should send down a landing party to every planet you encounter (except class G) and have some of the personnel conduct a survey; they may discover something that you missed with your scan from orbit. If the planet is a valuable source of supplies or rich in minerals, consider establishing a base if it is uninhabited or has a low technology level. If the planet has a relatively advanced civilization, you might not be able to establish a base without first dealing with the inhabitants.

16.1.4.1 Negotiation – Establishing a treaty with the government of a planet is the quickest and sometimes least costly method of controlling a planet that has a unified planetary government. You can negotiate a treaty two ways:

Bombard the planet to the point where the planetary government is forced to surrender. Then send down a landing party team to negotiate. A treaty will be finalized, which essentially makes the planet a part of the Krellan Empire. The drawback to this method is that you usually have to destroy a large portion of the planet, which decreases its value to the Empire.

Negotiate a treaty without using force, either by communicating with the planet or by sending a negotiating team to the planet prior to any offensive action. (This option is not possible if the planet is aligned to the Alliance or is hostile.) If a treaty is made by this method, the planet will become an ally of the Krellan Empire rather than a subject. Although this is the less costly method of achieving the objective, an allied planet can not be exploited as much as a subject planet and thus is not as worthwhile.

16.1.4.2 Operation Big Brother – This is a non-costly method of conquering a planet, but it will only be possible on a limited number of planets – those of technology levels 3-5 with no unified planetary government and no UGA forces present – and it is time-consuming. If you encounter a suitable planet and you are not too close to the end of your allotted mission time, try using Operation Big Brother before you engage in bombardment or an invasion. If the operation succeeds, you will have gained a subject planet with all of its resources intact, which makes it very valuable to the Empire.

16.1.4.3 Planetary Invasion – Compared to the other two ways of conquering a planet, an invasion is the most costly method, but it is often necessary. As a general rule, if the planet has a technology level of 6 or 7, refuses to negotiate, or has UGA forces present, then invasion may be your best or only recourse. Whenever you start an invasion, you should be prepared to follow it through to its conclusion; if it fails or is canceled, your advancement through the ranks will be slowed. A successful invasion that captures a planet relatively intact will greatly enhance your standing with Imperial Fleet HQ. When you get the authority to schedule invasions yourself, you should start with low-technology planets, to gain experience for yourself and your legions.

16.2 SPACE COMBAT TACTICS

The vessels of the UGA Fleet are a varied group, each type (including starbases) having its own strengths and weaknesses. At great expense to themselves and their ships, other Krellan commanders have learned the following facts about your adversaries:

16.2.1 Heavy Cruiser

The *Invincible* class heavy cruiser is, unfortunately, a fine vessel, and in fire power is unmatched even by our new *Klagar* class battlecruisers. Their five torpedo tubes and six main phasers put up a deadly curtain of destructive energy.

The combined fire power of your battlecruiser and four escorts, if well handled, should be able to wear down and eventually overpower this formidable ship. If you can stay on the edge of its torpedo range (10 points) and make full use of evasive maneuvering and ECM, you might get the cruiser to waste its torpedoes with minimal damage to your battle fleet. After its torpedoes are gone, you can sit outside of the cruiser's phaser range and blast it with your torpedoes.

When the ship is weakened, move in for the kill but still be careful. Bringing maximum fire power to bear simultaneously ensures the best chance of success. Approach the cruiser at maximum speed, using a "V" formation or something similar to concentrate your fleet's weapon fire. If you are heading away from the cruiser, use the inverted "V" formation. If your outer escorts suffer too much damage, then select a formation to bring them back in line with or behind your ship.

16.2.2 Light Cruiser

Because the *Patton* class light cruiser is so similar to a Krellan battlecruiser in fire power and capabilities, the only significant factor in combat is likely to be the ability of the opposing commanders. In a one-on-one battle, a skilled commander should be able to defeat a light cruiser. The presence of your escorts should give you the edge.

16.2.3 Destroyers, Frigates, and Scouts

These smaller warships are generally not a threat when alone, but in groups they can be dangerous. Frigates are the most common type of ship used for escort duty, and aggressive behavior can be expected from them while they are defending their wards. They will try to engage you in combat, even if the odds are hopeless, as a distraction while the escorted ship tries to escape. Do not be distracted by such tactics; it is more important to capture a prize like a freighter or starliner than to vaporize a measly frigate or two.

Scouts are very elusive; expect them to run as soon as they detect you.

16.2.4 Freighters and Starliners

These ships are choice targets for capture. Your ship is faster than they are, so you should be able to chase them down. Try to position yourself for an interception while out of their sensor range (which is 10 points, half as long as the range of your own sensors); however, be aware that any escorts accompanying one of these ships will have the same sensor range as your ship. A freighter or starliner will make a run for the nearest starbase, UGA planet, or system edge when it detects you.

If you intend to capture a freighter or starliner, use torpedoes sparingly, if at all, because it is easy to misjudge their effect and destroy your target. Make sure that any weapons you use are set to disable and are manually targeted on the freighter or starliner.

16.2.5 Starbases

By itself, a starbase is almost indescribably strong, with weapons that outrange yours, and shields nearly four times stronger than those of a battlecruiser. And a starbase is almost never by itself; it can house several UGA warships that can be launched in a counterattack.

There are two basic ways to attack a starbase. The first is to have such an overwhelming superiority in fire power that you can simply blast it and any ships in the area until they are helpless or destroyed. Of course, you need several battle fleets at your disposal for such an assault, and you will not often be in such a position.

The second method takes advantage of a starbase's major weakness: it cannot move. Once you discover its location, you can use hit-and-run tactics. Target your hyperspace jumps so that you emerge into normal space within 10 points of the starbase. Let off a salvo of torpedoes (and phasers, if you are close enough) as soon as you emerge. The base will not have time to get off more than a couple of return shots. Then, depending on the condition of your ship (and escorts), you can make one or two more attacks or head immediately for the edge of the system and jump to safety.

If you decide to make an attacking pass at a starbase, target your ship to get no closer than 3 or 4 points away. Under no circumstances should you move directly toward a starbase; its phasers are deadly at close range. Assign your escorts to a slant or column formation to bring maximum fire power to bear as you make your pass.

16.2.6 UGA Regional Fleet Headquarters

This super fortress is similar to a starbase, but much more powerful. You will only be able to defeat it with the combined fire power of several battle fleets.

16.3 PLANETARY INVASION STRATEGY

When you become eligible to participate in invasions (and later to schedule them yourself), you will quickly discover that the commands under invasion control, in combination with the resources available to you, allow for a number of different strategies. You must try to select the best methodology for any given situation, but always keep in mind one universal fact: the Krellan Empire is in dire need of conquered productive planets. You will be heavily penalized for wanton destruction of valuable territory and resources needed for the Empire's future expansion.

Know the difference between initiating an invasion and scheduling one. When you reach the rank of Sub-Commander, you can initiate an invasion by traveling to a planet that Fleet HQ has scheduled to be invaded. But if you do not have the forces you need to get the invasion under way, you will have to summon them, either by sending a message via the Communications Menu or by issuing direct orders through the Strategic Command Menu. If you are using more than one troop transport, then you should also summon a supply ship for support. Conquering the planet is, of course, your vital objective – but it is also important to achieve the victory as quickly as possible. Rapid conquest of a planet will yield the best overall enhancement of your service record.

The standard procedure for mounting an invasion is summarized below. If you neglect any one of these points without good reason, be prepared to accept some unpleasant consequences.

1. Find an area in the zone close to the city that is not protected by shields or covered by water. Troops that are teleported into shields or water will be instantly destroyed.

2. Teleport down a contingent of shock troops. Have them scout the area and begin building a landing pad. Sometimes a feint can be effective; send down shock troops and leave them in place long enough to attract the enemy's attention; when opposing forces are concentrated in the zone(s) you have assaulted, teleport your troops back into orbit and immediately send them back down into a zone that is not as well defended.

3. Look for any planetary defense phasers or surface-to-air lasers in a zone. These defensive outposts are fairly easy to destroy with a single cohort of shock troops, and can be well worth the effort in troops and equipment saved.

4. When the landing pad is complete, load a drop ship with warriors and launch them to the zone.

5. When the warriors arrive, recall the drop ship for reloading, and withdraw any remaining shock troops; let the warriors do the rest of the dirty work. Shock troops are relatively vulnerable in combat and need to be conserved for initial assaults into new territory. They are your most valuable resource – do not waste them! Warriors cannot be retrained as shock troops except at starforts or legionary bases on Krellan planets.

6. When you have captured the zone, pull out the warriors by sending down a drop ship and issuing a *Withdraw* command.

This is just a rough guideline. Each commander has his own favorite strategies. In the interest of time, most usually attack multiple zones simultaneously. But do not spread your troops too thinly. It is preferable to overwhelm the enemy.

Some commanders teleport down shock troops only to beam them back up quickly in a feint maneuver that may cause the enemy to concentrate forces in the wrong area. Some like to soften zones up with a little bombardment before sending down shock troops. The cities protected by shields will withstand quite a pounding before collapsing. But be careful – the unprotected regions will be nothing but rubble or rough terrain, on which you cannot build a drop ship landing pad. Your shock troops will have to go in and take out the shield generator before you can use a landing pad. Your shock troops are valuable and this is a high risk mission.

Another tradeoff you will have to make concerns the low combat effectiveness of your shock troops just after teleporting. Should you wait and let their combat effectiveness increase, or should you order them to strike quickly at objectives such as lasers and shield generators before the enemy has time to counterattack? These are some of the decisions you, as supreme commander, will have to make.

There are countless other strategies, but the main points to remember are hit fast, hit hard, show no mercy, and above all, have fun!

APPENDIX. THE KRELLAN BATTLE PLAN

The information in this section will help you understand the mentality of the Krellan Empire and how the hostilities between the Krellans and the United Galactic Alliance have reached their present condition.

The earlier sections of the *Krellan Command and Battle Manual* were carefully edited, to remove most of the enemy's unwarranted and infuriating references to the honorable motives and upstanding character of the United Galactic Alliance and the people who are proud to be a part of it. However, the remainder of this section is a verbatim translation from the original Krellan text; keep this in mind as you read these following paragraphs – and may the disgust you feel for the Krellan way of life spur you to even greater and faster success in mastering STAR FLEET II.

SUPREME KRELLAN HEADQUARTERS
IMPERIAL KRELLAN SPACE FORCES

It is your duty to punch a hole through the Alliance defenses, and so it is very important to destroy all the starbases in the regions you are attacking, as well as to eliminate as many of the enemy warships as possible. However, our economy and war industry are depending on the production capability and resources of the captured regions to sustain our war effort. It is very important that you capture, as intact as possible, all the planets in the captured territory that are rich in minerals, have advanced industries, or that have large populations to provide slave labor. Krella-like, aquatic or desert planets are also desirable for our future colonization.

Although there are many other Krellan ships involved in the attack other than your battlecruiser, our resources are stretched thin, and your ship (and escorts, if any) are vital to the success of our plan. The rest of the fleet can probably capture the regions without you, but they may not be able to do it within the time allotted by our timetable. This will give the enemy more time to gather their forces and make it much harder for us to penetrate into the Home Sphere.

Each Krellan Commander will also receive specific orders concerning his particular mission.

CIVILIZATIONS OF THE GALAXY

In the part of our galaxy that we have explored, there exist only two other civilizations capable of interstellar travel: the United Galactic Alliance (UGA) and the Zaldron Empire. The current sizes and positions of these civilizations, as well as the Krellan Empire, are shown in Figure A1. Relevant information about the other two cultures is presented in this section.

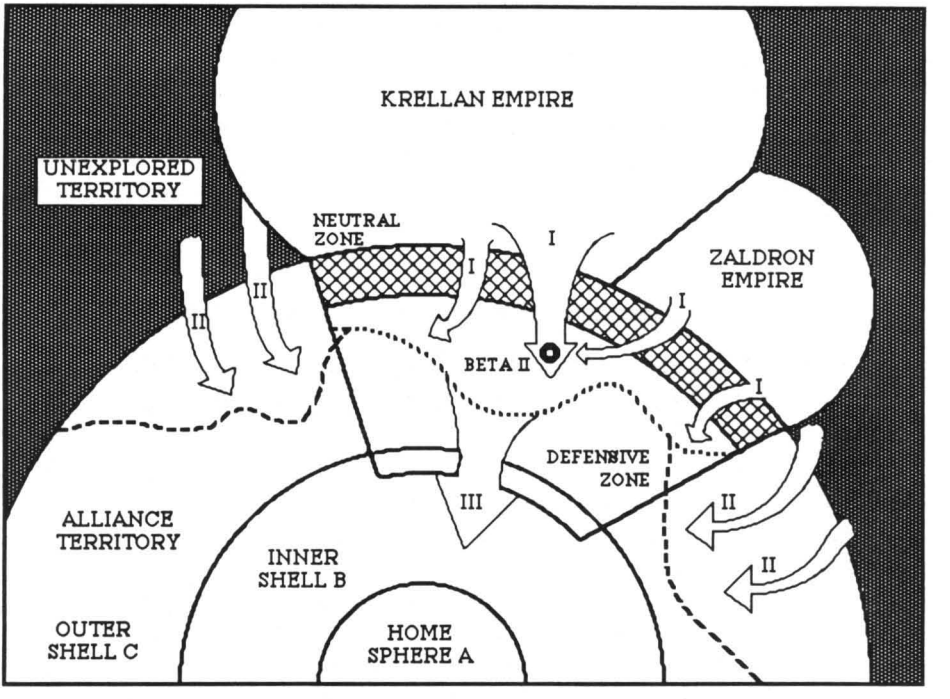


Figure A1. Relative Position of Each Civilization

The United Galactic Alliance

Krellan intelligence has determined that the UGA consists of 517 inhabited planets with a total sentient population of approximately 6 trillion. It is estimated that there are another 1,400 inhabited planets that are not members of the UGA, but are in UGA space, and the total population of those planets is 3.5 trillion.

The UGA government is an inefficient capitalistic democracy led by a herd of weak humanoid senators. These senators elect twenty of their own to form a High Council, and the leader of this council is called the President. To illustrate the Alliance's inefficiency, the High Council allows each planet within the UGA to have its own form of government (as long as that government respects the "rights" of the planet's inhabitants).

However, the UGA uses its Star Fleet to stifle attempts by some of these worlds to conquer and subjugate nearby weaker enemies. The Alliance actually encourages the weak to thrive while suppressing the strong. We cannot understand this policy, which obviously goes against the natural order of the universe.

Structure of the Alliance – The UGA was formed by the political union of three weak species: the Terrans (also called humans), the Brominites, and the Drahlans. UGA space is divided into three sections, named and described as follows (refer to Figure A1):

The Home Sphere, the innermost section and thus the one farthest from Krellan territory, contains the home worlds of the Alliance. UGA Supreme Star Fleet Headquarters and the planet Earth, where the central government resides, are located within this sphere.

The Inner Shell contains mostly colonies. Many of these are without strong military forces, and thus will be easy to conquer. Unfortunately, there are many starbases located throughout this shell, as well as the six UGA regional fleet headquarters.

The Outer Shell contains the Neutral Zone, which abuts onto the border of the Krellan Empire. In addition to the Neutral Zone, the UGA established its own Defensive Zone along our border. Our scout ships have encountered few Alliance starships in the rest of the Outer Shell outside of the Defensive Zone. Apparently the UGA is exploring the rest of the Outer Shell outside of the Defensive Zone, using mostly heavy cruisers, and is building starbases to supply these exploration vessels.

Within the Defensive Zone, the UGA has built many starbases, outposts, and battle stations. In addition, they have installed fortified planets and minefields. Many starships patrol this zone, so Krellan commanders should use extreme caution to avoid detection until open warfare has begun.

Structure of Star Fleet – The UGA calls its military force *Star Fleet*, which is under the control of a Commander-in-Chief with the rank of Grand Admiral. The organization is divided into space forces and ground forces.

Space Forces: The UGA space forces have their own special troops, called *Space Marines*. Though they are not as strong or aggressive as our own shock troops, their fire power and determination should not be underestimated. There are approximately 500,000 marines in the Star Fleet space forces at present, in addition to the following roster of ships: 6000 freighters, 3600 scouts, 2200 frigates, 1900 destroyers, 300 light cruisers, and 150 heavy cruisers. These ships are organized into eight fleets – one based in the Home Sphere, six regional fleets assigned to the Inner Shell, and the Defensive Fleet, based in the Defensive Zone.

Ground Forces: This branch of Star Fleet is composed of the 250 million UGA Regulars – troops that are liable to be found intruding in the society and culture of practically any inhabited planet you may encounter. Basically a cowardly and weak force, the regulars will only come in to occupy hostile territory after the marines have made it possible for them to do so. Although not inherently a powerful force, the regulars are well armed and well trained. When they occupy a planet, they bring with them enough supplies and equipment to wage a long-term battle. From smallest to largest group, the UGA Regulars troop structure is platoon, company, battalion, brigade, regiment, division, and army. Although the exact number of personnel in each group is unknown, we estimate that an army consists of 100,000 soldiers.

Planetary Militia: Although these forces are not technically part of Star Fleet, they are part of the opposition you will encounter in your attempts to spread Krellan culture and liberate planets from UGA oppression. Numbering about 1.6 billion, these small and weak forces are found on most civilized worlds and are armed according to their technology level. When defending a planet without UGA forces to back them up, they are no match for our shock troops and warriors, and should be defeated with ease.

The First War and Its Aftermath

After our first contact with the Alliance, we were able to push them back from our border, but only after many valiant Krellan lives were lost. Our warships were able to penetrate into their territory, and as a result we know more about the Alliance than they know about us.

Many of our exalted heroes established their glorious reputations in this war. Captain Kaaron conquered nine planets and brought back two million slaves to serve the Empire. Commander Klagar in the cruiser *Death Fang* destroyed twenty-two Alliance ships in the Battle of Tureis. With these and other valiant acts, we should have disposed of the UGA scum – and we would have, except for the treachery of 55 individuals who betrayed the Krellan people.

Soon after the end of the war, a new leader of our people emerged. Henri Klodar proclaimed the current Krellan leaders to be traitors to the Empire. He exposed their corruption and proved that those fifty-five individuals had plotted to overthrow the Empire and hand it over to the Alliance. On behalf of the Krellan people, Henri Klodar and a few loyal patriots disposed of these despicable traitors. Henri then accepted the will of the people and allowed himself to be made emperor. In honor of the glorious kings of the Zae dynasty, he took for himself the name of Henri Zae IV.

As a result of the treachery, the Alliance was able to build starbases and outposts near our border. In addition, a Neutral Zone was established, and the conditions of the postwar treaty (negotiated, of course, by the traitors) stipulated that entry into this zone by either side would be considered an act of war. The UGA was also allowed to establish its own "Defensive Zone", to be used as a fortified base from which attacks on the Empire could be launched.

The UGA has built many fortifications and starbases within the Defensive Zone. Krellan commanders should be aware that the outposts used to spy on our Empire are heavily fortified asteroids or satellites. Many planets within the zone contain massive ground-based phaser cannons in shielded fortresses. One blast from these cannons can vaporize a destroyer or do severe damage to a battlecruiser. In addition, interceptor spacecraft patrol the Defensive Zone.

The UGA saw this Defensive Zone as a way to keep us weak, but under the inspired leadership of Henri Zae IV we have grown stronger. For evidence of this fact, one need look no farther than the successes we have already achieved in the great War of Revenge, and the change in attitude among the leaders of the Zaldron Empire.

The Zaldron Empire

We know little about the Zaldrons – but what we do know is enough for now. Our first real contact with the Zaldrons came after our first war with the UGA. Up to then, our respective space ships passed each other in an uneasy silence. Neither side wanted to fight, so we tolerated the ugly little beasts. The Zaldron Empire supported the formation of the Neutral Zone at the end of our first war with the Alliance, and for this reason we despised the Zaldrons almost as much as the UGA. But we began to talk with them nonetheless.

Much of our contact has been over communications channels, rather than face to face. But from their actions, we know that they have apparently become impressed with the way we have rearmed ourselves and risen up to strike back against the UGA's domination. When the Zaldrons realized that we would soon be able to flex our muscles again, they decided to join us in our new battle with the Alliance.

Our treaty with the Zaldrons, signed by Henri Zae IV and their Queen Zaleen, was consummated in the year 9765 of the Krellan calendar. Before the treaty, the Zaldron Empire was spread across 30 star systems containing about 100 planets, with Zaldrons actually living on only 10 of those planets. As a condition of the treaty, we agreed to give the Zaldrons 15 of our uninhabited planets, providing them with needed resources, in return for their support in our conquest of the UGA. Unfortunately, we were not able to persuade them to share their invisibility screen technology. (Krellan Intelligence is working on acquiring the information.)

THE INVASION BATTLE PLAN

The three-phase master plan of the War of Revenge is described in the following sections. These phases are illustrated in Figure A1. As of this writing, Phases I and II have been completely successful! Phase III is now beginning, and we have no reason to think that its conclusion will be any different.

Phase I

The 23 years after our "defeat" in the first war were a time of building, a time when we returned to the ways of our forefathers. We grew to rule more than 1300 planets in 318 star systems, of which 240 planets in 180 star systems are inhabited. We conquered five alien races, which have provided us with the slave labor we needed to rebuild our empire. For the expenditure of a paltry fraction of our resources, we gained the promise of cooperation from the Zaldrons. We became strong again, and we wasted no time in taking advantage of that strength.

Krellan scout ships located the headquarters of the UGA Defensive Fleet, on the fortified planet Draesus Beta II. The Defensive Fleet consisted of 40 cruisers and many destroyers and frigates.

Using their invisibility screens, the Zaldrons penetrated into the Defensive Zone undetected by UGA sensors. Almost before the Alliance knew what hit it, the Zaldron ships destroyed the fortified moons and battle stations surrounding Beta II, plus three of the planet's shield generators. Once these were gone, the Zaldrons were able to destroy the orbital space docks, containing 42 ships – including 12 heavy cruisers!

After this initial attack, our main battle fleet moved in. Many warriors died in the battle, but we were victorious! The bombardment by hundreds of our warships overwhelmed the weakened planetary defense shields. Once the shields were destroyed, we eliminated the planet's underground forts and weapon batteries by planetary invasion. More than 500,000 Krellan shock troops and warriors participated in the battle. All Star Fleet and Alliance personnel on the planet were killed, including the weaklings who surrendered. Torture persuaded those who surrendered to reveal much new information about the Alliance before they died.

With the destruction of Beta II, UGA forces in the Defensive Zone were left without a central command center. Their remaining ships tried to form another fleet, but the combined Krellan and Zaldron force was easily able to destroy any Alliance vessel we encountered.

The UGA's next move was to recall ships from exploration missions in the Outer Shell and combine them with strategic reserves in an attempt to stop us. The Alliance never realized that we had withheld the bulk of our ships to be used in Phases II and III. Not until we were nearly three quarters of the way through the Defensive Zone were the Alliance Forces able to slow our initial attack.

The forces of our Central Fleet fell back to several conquered star systems in the Defensive Zone, and there we dug in for a long battle. Star Fleet thought they had us – we were retreating! The Alliance continued to bring in fresh troops and starships. At this point, the Alliance thought it was strong enough to finish us off and drive us back to our home worlds in defeat.

The destruction of Draesus Beta II and partial withdrawal of the Central Fleet completed Phase I of our attack, exactly according to our master plan.

Phase II

By this time the United Galactic Alliance had formally declared war on the Krellan Empire. We think declaring war makes their senators feel useful.

While the Alliance was busy fighting our Central Fleet deep in the Defensive Zone, we launched our second attack – 8,256 of our destroyers with assistance from 685 Zaldron warships attacked the UGA through the flanks on both sides of the Defensive Zone. The Zaldron forces also attacked through that portion of the Defensive Zone that bordered with their empire.

The regions of the Outer Shell bounding the Defensive Zone were virtually undefended after the relocation of the UGA exploration cruisers. All that remained were a few ships and isolated starbases, most of them close to the Defensive Zone. We launched our attack against their starbases. The invisible Zaldron ships provided enough of a distraction to keep the Alliance off balance. We destroyed everything in our path – we were unstoppable!

Star Fleet responded to our second attack by immediately sending 36 heavy cruisers to try to slow us down. We knew, as the UGA must have known, that these solitary cruisers were no match for our superior force. Accordingly, the Alliance followed up the cruisers with its remaining strategic reserves, which had to be diverted from reinforcing the Defensive Zone. We were not surprised to discover that the heavy cruisers did slow the advance of our destroyers, and when the UGA reserves arrived, our thrust was stopped just before we could penetrate the Inner Shell.

This, of course, was all according to plan. Our second invasion was actually another feint designed to draw the remaining heavy cruisers and reserves away from our main objective. Henri Zae's plan was working perfectly, and we were greatly amused when intelligence sources informed us that the UGA was celebrating a glorious "victory".

Phase III

The purpose of Phase II was to draw as many Alliance ships as possible out of the Defensive Zone. The UGA is now so weak that our primary battle force should encounter little resistance in its main attack. Thousands of Krellan and Zaldron warships have been prepared, and we are ready to reveal our deadly new *Klagar* class battlecruiser.

As the Alliance celebrates our "defeat", we will launch our main attack through the center of the Defensive Zone. Within hours, the UGA front lines will be crushed. The UGA knows nothing about our battlecruisers; their smaller destroyers and frigates are no match for our fire power. Star Fleet commanders will be surprised that our new ships will be able to destroy even their heavy cruisers.

Our battlecruiser is only one of the surprises we have for the Alliance scum. Each battlecruiser will be equipped with the new obliterator pods, which can be used to annihilate entire planets.

Our invasion force will be composed of command fleets (one flagship battlecruiser and four destroyer escorts), battle fleets (one normally configured battlecruiser and four escorts), supply fleets (one supply transport with up to four destroyer escorts), and invasion fleets (one or more troop transports with escorts). In addition, thousands of independent destroyers will have orders to cause whatever damage they can to the Alliance.

Phase III consists of two waves.

The First Wave – The first wave of our main attack is designed to crush the UGA defenses and capture as many strategic planets and colonies as possible in the Defensive Zone and Inner Shell. Krellan commanders should attempt to capture as many intact planets as possible, because the slave labor and captured industries will allow us to build war materials within former Alliance territory. These planets can also be used to supply our warships and provide bases from which we can launch more attacks.

This wave will employ 13 command fleets, 685 battle fleets, 411 supply fleets, 296 invasion fleets, and 12,469 independent destroyers. The troop transports will carry 1,184 legions – nearly 12 million troops – into battle.

In addition to our forces, the Zaldrons have agreed to provide an additional 520 of their warships. These invisible craft will be used to destroy any heavy UGA resistance.

The Second Wave – The second wave is designed to conquer any remaining planets and colonies within captured territory, and also provide reserves for the first wave, relief for any battle-weary fleets, and fresh troops for the rapid thrust into the Home Sphere and the home planets of the Alliance!

This wave will employ 5 command fleets, 87 battle fleets, 246 supply fleets, 1,582 invasion fleets, and 2,450 independent destroyers. The troop transports will carry 6,328 legions.

Even considering the size of these forces, Imperial Krellan Fleet HQ has kept back a sizable reserve force. Most of our reserve ships are undergoing repairs or are being used to train new crews. Our industrial might is also working nonstop to produce more and deadlier weapons and ships for our brave warriors.

The first objective of the second wave is to locate and eliminate the UGA Fifth Fleet Regional Headquarters. After that, we should be able to move unchallenged against the home worlds of the Alliance. Soon the galaxy will be ours!

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* *OM* indicates additional information in *Officers Manual, Volume 2.*